BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

DUKE NUKEM
FOREVER

COVERS XBOX 360®, PC DVD-ROM AND
PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM

gearbox software
2K GAMES

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WHAT'D YOU EXPECT? FOREVER IS A LONG TIME...

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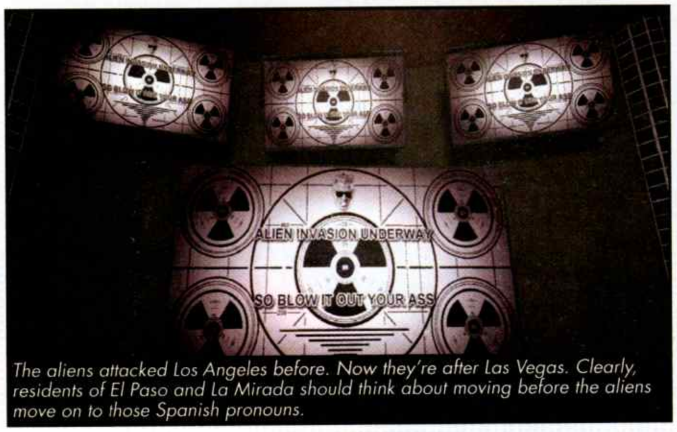
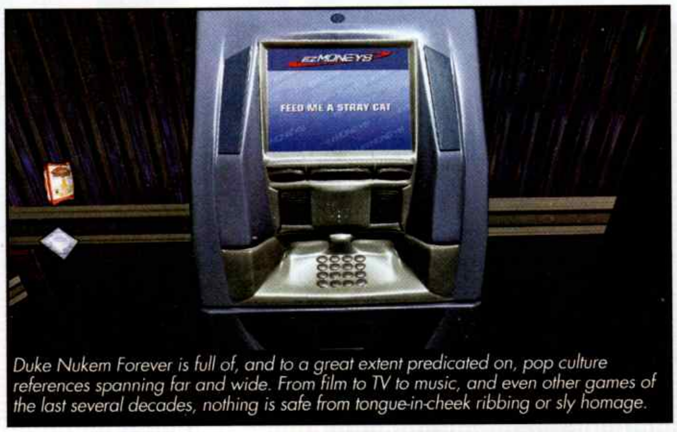
INTRODUCTION

"THIS IS TAKING FOREVER!"



The aliens attacked Los Angeles before. Now they're after Las Vegas. Clearly, residents of El Paso and La Mirada should think about moving before the aliens move on to those Spanish pronouns.



Duke Nukem Forever is full of, and to a great extent predicated on, pop culture references spanning far and wide. From film to TV to music, and even other games of the last several decades, nothing is safe from tongue-in-cheek ribbing or sly homage.

ABOUT THIS GUIDE

Duke Nukem Forever has distinct single player and multiplayer components. So too does this guide. In the single-player chapters, there are breakdowns of gameplay, weapons, and enemies, along with a full walkthrough and maps of the single-player campaign. The multiplayer chapters include a rundown of multiplayer progression, different weapon parameters, unlockable items for your "Digs," and maps and strategy for each multiplayer area and mode. Lastly, this book has a Trophy, Achievement, and Ego Boost appendix in which those global unlockables are compiled.

THERE AND BACK AGAIN: A DUKE'S TALE

Duke Nukem released in 1991, followed by *Duke Nukem II* in 1993. Both of these games were *Commander Keen*-style side-scrolling PC platformers. *Duke Nukem 3D*, released in 1996, was more a re-envisioning than a second sequel. The groundbreaking Build engine was used to take advantage of increasingly powerful PC processors, pushing Duke boldly into the 3D era. *Duke Nukem 3D* opened as Duke returned to Earth directly following the events of *Duke Nukem II*. Aliens staging an invasion shot down Duke's shuttle over Los Angeles, robbing him of any kind of breather. Duke's revenge for the aliens is to thwart their invasion, kill their ruler (and punt his eye between the uprights!) in the process. Payback's a bitch, eh?

Duke Nukem 3D was wildly successful—and with good reason. Underneath the broad pop culture satire and tongue-in-cheek chauvinism, *Duke Nukem 3D* remains one of the most varied, frenetic, fun, and influential action games to date. The presence of novel weapons (like Holodukes, Pipe Bombs, Trip Mines, Jet Packs, Shrink Rays, and Freeze Rays) resulted in an array of possible combat scenarios and decisions besides "which weapon do I shoot the enemies with?"

Meanwhile, other shooters really were just shooters. Interaction with the environment was rudimentary at best and the breadth of potential combat situations didn't expand beyond "shoot until it dies." Further, technology was still a limiting factor. Early standout FPS efforts like Apogee's *Wolfenstein 3D* and *Rise of the Triad* could not have rooms on top of rooms, walls could only meet at right angles, and there was no variability to the height of floors and ceilings. In eliminating or disguising some of these problems, and essentially inventing online competitive play, id Software's *DOOM* became the first FPS game to truly break through and achieve lasting, deeply

MAY 1996
Version 1.3d of Duke Nukem 3D (Retail) is shipped to game retailers worldwide. Duke Nukem 3D is a massive success that for many defined an entire generation of gaming. Conceptualization and discussion of a sequel immediately begins inside 3D Realms headquarters near Dallas, Texas.

JUNE 1996
GT Interactive acquires the publishing rights for Duke Nukem Forever in a licensing agreement with 3D Realms.

JUNE 1996
Duke Nukem 4Ever, a 2D side scrolling game produced by Keith Schuler, has development suspended in favor of prioritizing a Duke Nukem 3D add-on pack and a sequel.

DECEMBER 1996
The Quake 1 engine is licensed by 3D Realms for Duke Nukem Forever, permanently replacing the Build engine. Most of the Duke Nukem 3D team, led by original Duke Nukem developers Todd Replogle and Allen H. Blum III, begins research and development with the technology for game.

APRIL 1997
Duke Nukem Forever is officially announced by 3D Realms with the intention to release in 1998. Likewise, 3D Realms also officially announces that DNF will be created with the Quake 2 Engine.

MAY 1997
Randy Pitchford and Brian Martel, founders of Gearbox Software, leave 3D Realms to help form Rebel Boat Rocker and then later Gearbox Software.

influential success. Yet *DOOM* still did not allow for truly three-dimensional geometry—you still could not make a building with a room directly on top of another room.

Interaction and level design were where shooters were lacking despite the technological and gameplay breakthroughs. We expect more variety now in no small part thanks to *Duke Nukem 3D* itself. The Build engine that powered *Duke Nukem 3D* allowed true 3D geometry with rooms on top of rooms. Perhaps that doesn't sound like a huge deal now, but try to imagine designing 3D architecture with the caveat that nothing can be above or below anything else! The levels in *Duke Nukem 3D* were large and intricate and were designed to replicate real places. For example, there was a projection booth in a movie theatre and shady video booths in a smut shop. What's more, the environment was not a monolithic, static object. Levels could change, paths could open up, walls could be destroyed. Again, this might not sound like much now, but this was definitely the case once upon a time in the infancy of 3D gaming.

At the beginning of *Duke Nukem Forever* (releasing some 15 years after *Duke Nukem 3D!*), it has been 12 years since Duke repelled the alien invasion of Los Angeles. (This pegs the original invasion around 1999, which works out, since *Duke Nukem* and *Duke Nukem II* are set in the then-near-future of 1997 and 1998.) Saving Earth made Duke an instant overnight superstar. It also made the aliens fairly mad. Now here they are again, parking their enormous mothership in the air over Las Vegas, Duke's new home city. Coincidence? The aliens are not yet engaging in any hostile activity and diplomatic talks are apparently underway between the government and the Cycloid Emperor, ruler of the aliens. But come on… Duke knows better than that.

Nothing bad is going to happen.

It's now been quite some time since there was a "main" title in the Duke franchise. Sure, there have been a couple spin-off titles and numerous versions of *Duke Nukem 3D* (even on cell phones!), but no new Duke flagship title. Surely such a successful franchise would have plans for a sequel at some point? Why would the developers rest on their laurels for so long?

The short answer is: they weren't resting. *Duke Nukem Forever* was announced in April 1997, with plans to release in 1998! Of course, that didn't happen. *Duke Nukem Forever* had a gestation period unmatched in gaming history.

Duke Nukem 3D released on PC during the era of the Sega Saturn and Sony PlayStation. Nintendo's N64 was available not long after the release of *Duke Nukem 3D* and Nintendo bucked trends of what people assumed the family-friendly gaming giant would allow by hosting multiple Duke titles on the console. Since the announcement of *Duke Nukem Forever* in 1997, the hardware scene has changed just a teeny, tiny bit.

THE DUKE NUKEM "GAMEOGRAPHY"

GAME	YEAR RELEASED
Duke Nukem (PC)	1991
Duke Nukem II (PC)	1993
Duke Nukem 3D (Various)	1996
Duke Nukem 64 (N64)	1997
Duke Nukem: Time to Kill (PS1)	1998
Duke Nukem: Zero Hour (N64)	1999
Duke Nukem (Game Boy Color)	1999
Duke Nukem: Land of the Babes (PS1)	2000
Duke Nukem Advance (Game Boy Advance)	2002
Duke Nukem: Manhattan Project (PC)	2002
Duke Nukem Forever (Various)	2011

GAME SYSTEMS RELEASED BETWEEN THE ANNOUNCEMENT AND RELEASE OF DUKE NUKEM FOREVER

GAMING SYSTEM	RELEASE YEAR
Nintendo Game Boy Color	1998
Sega Dreamcast	1998
Sony PlayStation 2	2000
Nintendo Game Boy Advance	2001
Microsoft Xbox	2001
Nintendo Gamecube	2001
Nintendo DS	2004
Sony PlayStation Portable	2005
Microsoft Xbox 360	2005
Sony PlayStation 3	2006
Nintendo Wii	2006
Nintendo 3DS	2011

NOVEMBER 1997
***Duke Nukem Forever* appears on the cover of *PC Gamer* magazine. Inside are the first screenshots ever released for the game.**

MAY 1998
The first reveal trailer for Duke Nukem Forever is released to the public during the Electronic Entertainment Expo.

JUNE 1998
3D Realms announces a change to the Unreal Engine for Duke Nukem Forever.

MARCH 1999
3D Realms announces that Megadeth is to cover and record the theme song for Duke Nukem Forever.

NOVEMBER 1999
PC Gamer's infamous 'Miss Me?' cover story, featuring Duke Nukem Forever, hits newsstands. Inside are a large number of new screenshots for Duke Nukem Forever that expose how the game looks with a new engine.

DECEMBER 1999
GT Interactive, then publisher of Duke Nukem games, is purchased by Infogrames. Publishing rights for Duke Nukem Forever are transferred.

MAY 2000

Gathering of Developers, a publisher comprised entirely of developer members (including 3D Realms), is purchased by Take-Two Interactive.

DECEMBER 2000

Gathering of Developers announces that the company has acquired the PC publishing rights for the highly anticipated Duke Nukem Forever. Take-Two Interactive also acquires the publishing rights for the complete catalog of previously-released Duke Nukem products, including rights to certain future products.

MAY 2001

At E3 2001, the highly regarded Duke Nukem Forever 10th anniversary trailer is released. It is arguably considered to be one of the best video game trailers of all time.

SEPTEMBER 2004

3D Realms announces that a new in-game physics system, Meqon Game Dynamics, has been chosen for Duke Nukem Forever.

AUGUST 2006

Shacknews reports and confirms a rumor that a large contingent of employees had left 3D Realms. Most of them have relocated to Gearbox Software which is also based in the Dallas area.

JULY 2007

The famous "Ventrilo Harassment" video using the voice of Duke Nukem to torment on-line game players was uploaded to YouTube and has been viewed more than 6 million times.

DECEMBER 2007

Shacknews breaks the first video teaser for Duke Nukem Forever in over 6 years. Included were small snippets of in-game footage.

The same technological leaps that worked in the favor of *Duke Nukem 3D* would harm the development of *Duke Nukem Forever*. Then, as now, technology evolved so quickly that a studio might be outdated at release simply by following the normal demands of a standard year or two game development cycle. *Duke Nukem 3D's* Build engine was cutting edge during the year-and-a-half or so *Duke Nukem 3D* required for development. But in the next several years, superior engines released from companies making their own games and competing for engine licensing revenue. id Software released first *Quake*, then *Quake II* as follow-ups to their seminal *DOOM* franchise. Rather than build another engine from scratch, it was deemed easier to license the *Quake* engine from id Software. The development of *Duke Nukem Forever* commenced on the *Quake* engine in late 1996; in the next year, development was officially announced and had by then moved on to the *Quake II* engine. Epic MegaGames would release their own *Unreal* engine, which leapfrogged the *Quake II* engine in quality. The development of *Duke Nukem Forever* would switch engines yet again to *Unreal* in 1998—just after having shown the first public footage using the *Quake II* engine!

Three engines in three years... If you're keeping score at home, that's not a normal process. Moving to a different engine, depending on the game, can be just like starting over. Perhaps some art assets and concepts can port successfully, but the actual guts of how the game world works must be rebuilt and reimplemented—that's basically what a game engine is, after all. Entire gameplay features may be scrapped entirely or introduced from scratch in the move to a new engine. And any proprietary customization done to the old engine becomes totally lost work.

All this means that, although 1999 rolled around with *Duke Nukem Forever* already in development for over two years (as mentioned previously, footage of the game was even shown publicly in 1998 at E3, just before the *Unreal* engine switch), the end was not coming into view. This was partially due to the engine switches, somewhat due to the growing pains of making games in the increasingly-complex 3D gaming era, and moderately due to unfocused ambition. New features and ideas were added continually without an end goal for the whole game coming into clearer focus.

While 3D Realms developed *Duke Nukem Forever*, the publishing rights for the title changed hands several times. They were initially held by GT Interactive, publisher of *Duke Nukem 3D* (and other successful titles, like *DOOM II: Hell on Earth*, and *Unreal*). GT Interactive was purchased by Infogrames, who then acquired the publishing rights to *Duke Nukem Forever*. Not long after, the rights were transferred again to Gathering of Developers (a publisher made up of developers, including 3D Realms) and Take-Two Interactive.

Work continued. To assure the world that the game did exist, an impressive gameplay trailer was assembled for E3 in 2001 and it actually did accomplish the goal of blowing convention attendees away. Building up public anticipation increased morale for the development team, but work on the same game now approached half a decade and the perennial release date, continually pushed back and pushed back before, had become the mantra "when it's done". Disregarding the gaming public and the gaming media, even some 3D Realms developers were growing restless.

BONUS CONTENT

Complete *Duke Nukem Forever* **on any difficulty setting to unlock access to lots of special content. This includes concept art, screenshots taken throughout development, and the gameplay trailers referenced here!**

The development of *Duke Nukem Forever* was primarily privately funded by George Broussard and Scott Miller, co-owners of Apogee and 3D Realms. This meant that while publishing companies were continually attached to *Duke Nukem Forever* for when there was a product to ship, those publishing companies were, for the most part, not subsidizing game development. By 2003 the team working on *Duke Nukem Forever* had shrunk to fewer than 20 people and 2004 saw rumors and announcements of yet more game engine changes. Yet 2004 also saw seemingly contradictory rumors that the game would be done in late 2004 or early 2005. Of course, there had been similar rumblings before...

AUGUST 2009

Duke Nukem Forever's narrative script is written at Triptych and approved by 3D Realms. Triptych gets to surprise Jon St. John – the famous English language voice actor who originally played Duke Nukem – with a phone call: 'Hell has finally frozen over.'

NOVEMBER 2009

Single-player work on Duke Nukem Forever content is complete.

DECEMBER 2009

Gearbox and 2K Games begin renegotiation of the publishing agreement for Duke Nukem Forever. The business agreement is finalized and executed approximately six months later with 2K Games and Take- Two Interactive, securing long-term publishing rights to Duke Nukem.

JANUARY 2010

Triptych Games locks down their single-player version of the game and begins negotiations with Gearbox Software.

FEBRUARY 2010

Triptych relocates to Gearbox's offices in the Plano, Texas Bank of America Tower and resumes work alongside Gearbox and Piranha to help port Duke Nukem Forever to consoles, add multiplayer, and polish features within the game.

MAY 2010

Take-Two and 3D Realms settle all differences regarding legal complaints from the previous year.

SEPTEMBER 2010

Gearbox Software publicly announces that it has acquired the Duke Nukem brand.

Gearbox Software and 2K Games surprise the public by showing off the first playable build of Duke Nukem Forever at PAX 2010.

SEPTEMBER 2008

Users discover Duke Nukem Forever unlockable screenshots in the re-release of Duke Nukem 3D.

DECEMBER 2008

The last official Duke Nukem Forever screenshot from 3D Realms is released to the community.

MAY 2009

Take-Two Interactive and 3D Realms submit legal arguments regarding the business arrangement for developing and publishing of the game.

MAY 2009

The story that 3D Realms has laid off the Duke Nukem Forever development team breaks and tops gaming news websites around the world.

JUNE 2009

Triptych Games is formed from several ex-3D Realms employees and a couple of new individuals.

JUNE 2009

Gearbox and 3D Realms begin negotiation of an asset purchase agreement for Duke Nukem franchise and Duke Nukem Forever. The business agreement is finalized and executed approximately six months later and ownership of the game and brand is transferred to Gearbox Software.

JULY 2009

Triptych Games signs paperwork with 3D Realms to complete the Duke Nukem Forever single-player campaign.

Work chugged ever onward, as always, and (unbeknownst to the world at large) the game was actually starting to come together in a form recognizable compared to the finished version you now own. But by the end of 2006 even more 3D Realms employees left, leaving an even smaller staff for a modern blockbuster. However, there was a glimpse of hope on the horizon, as despite setbacks the title was starting to take shape. Hiring took place to double the size of the team to prepare for a final push to get the game out the door in another two years. As if to affirm the new commitment to complete the project, the first public trailer in over half a decade was released at the end of 2007.

Production finally seemed to be on the right track to the finish line, except for one problem—the deep pockets of 3D Realms, born of the huge success of *Duke Nukem 3D* and the Build engine, were finally running dry. Take-Two and 3D Realms could not come to agreement regarding funding the game through to the end. In May of 2009, the development staff of *Duke Nukem Forever* was laid off by 3D Realms and development suspended.

But that would not be the end...

For over a year, it seemed to the gaming public and media that *Duke Nukem Forever* had simply been allowed to perish. Over a decade of development time—and for what? Not until September of 2010 did the world at large get a good look at Duke Nukem again during PAX (the Penny Arcade Expo). And oh, what a look it was. The *Duke Nukem Forever* booth was one of the dominant features of the show's sizeable expo hall. The official presence of Duke alone would cause a stir at a huge gaming convention, but the game was actually playable! For real! After waiting in line for hours! This was a far cry from vaporware. How did this happen?

Like anything good in life, it was some hard work and good fortune. While the creative team was laid off by 3D Realms, the developer also contacted Gearbox Software to see if there was interest in seeing Duke through to the end. Gearbox Software began talks with 3D Realms to purchase the rights to the Duke Nukem franchise. Meanwhile, several recent ex-employees of 3D Realms formed a new independent game development studio, Triptych Games, with the intention of finishing *Duke Nukem Forever* under agreement with 3D Realms. Over the course of the next year, a number of pieces locked into place. Most importantly, the single-player content was finally finished! Gearbox Software became the owners of the Duke Nukem franchise, assuming responsibility for *Duke Nukem Forever*. Gearbox then contracted Triptych Games and moved them into the Gearbox offices to polish the console ports. Piranha Games was also brought on to work on multiplayer modes and console ports.

3D Realms and Take-Two resolved the legal differences from their previous publishing agreement and 2K Games became the new publisher. What, among other things, helped compel Gearbox Software and 2K Games to see *Duke Nukem Forever* to release?

Flashback to 1997... Two employees of 3D Realms, Randy Pitchford and Brian Martel, left the Duke Nukem team to first start Rebel Boat Rocker, then later Gearbox Software. *Duke Nukem 3D* was the first game Mr. Pitchford worked on. And now? He's President and CEO of Gearbox. Even Duke gets by with a little help from his friends!

OCTOBER 2010

2K Games and Gearbox Software announce the Duke Nukem Forever First Access Club to be included in every copy of the Borderlands Game of the Year Edition, allowing participating customers first access to the Duke Nukem Forever consumer demo.

DECEMBER 2010

Duke Nukem Forever reappears on the holiday issue of PC Gamer with the same headline as his cover 11 years prior –'Miss Me?'

JANUARY 2011

The first gameplay trailer for Duke Nukem Forever since 2001 is released by Gearbox Software and 2K Games.

FEBRUARY 2011

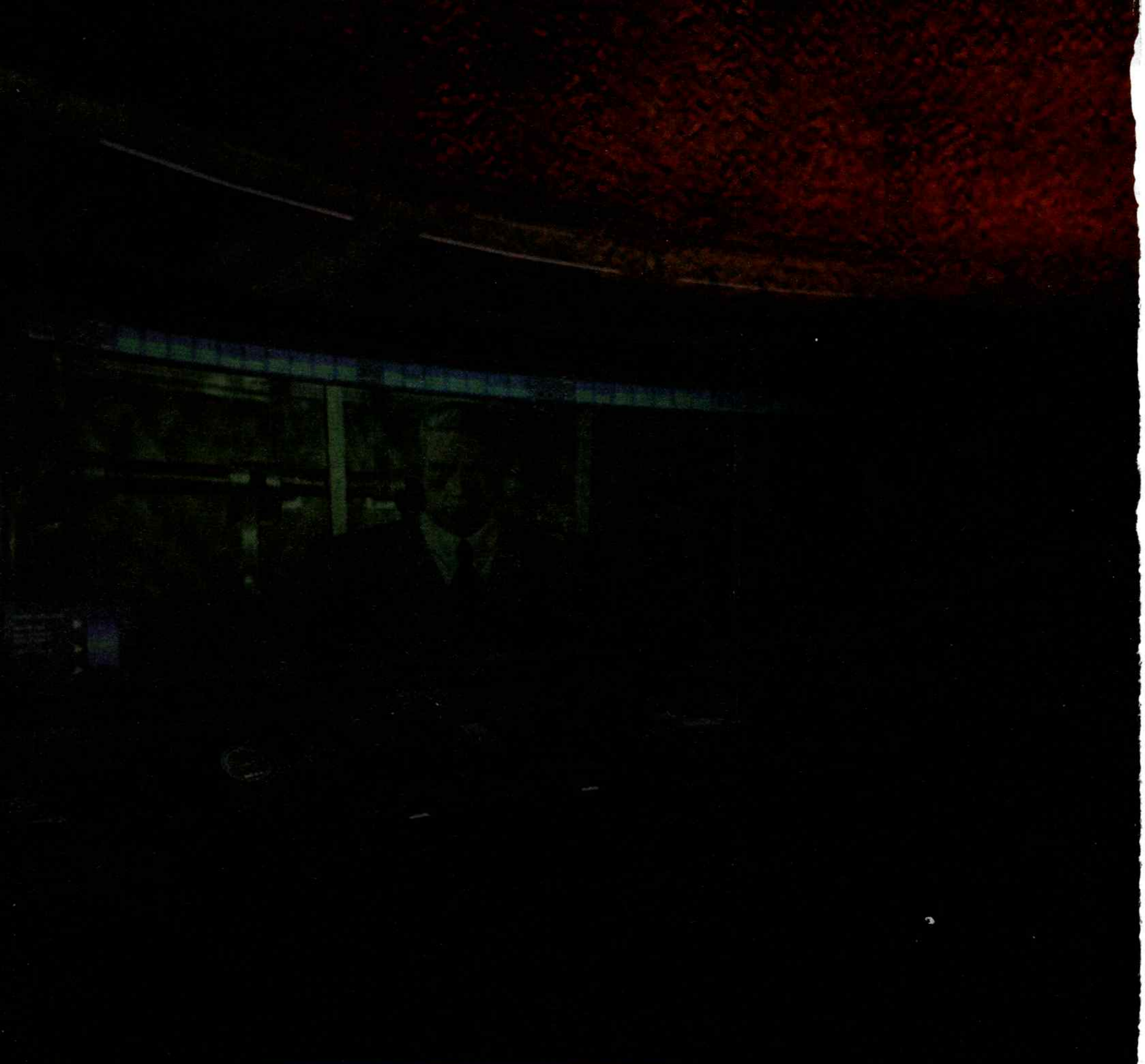
Duke Nukem, with the help of Borderlands' Claptrap, opens the Academy of Interactive Arts and Sciences 2011 Interactive Achievement Awards in Las Vegas. The show, hosted by comedian Jay Mohr, is streamed live over the Internet and broadcast on television via G4 TV.

MAY 2011

Gearbox Software and 2K Games announce Duke Nukem Forever consumer demo will be available to First Access Club members on June 3, 2011.

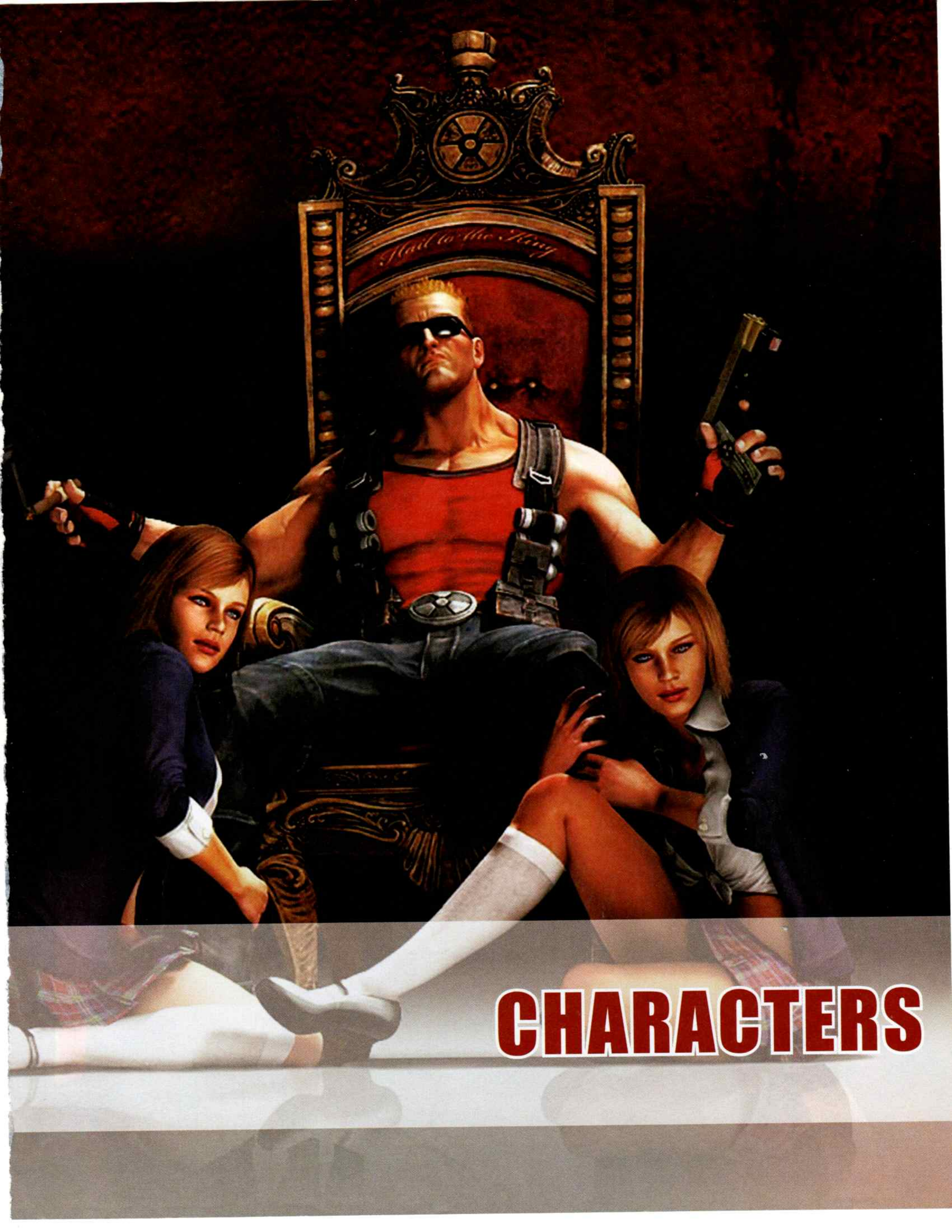
JUNE 2011

Gearbox Software, alongside Triptych Games, Piranha Games and 3D Realms, release the approved gold masters for Duke Nukem Forever. After 15 years since work first began on a Duke Nukem 3D sequel, 2K Games launches and ships Duke Nukem Forever video games worldwide to an eager and patient audience.

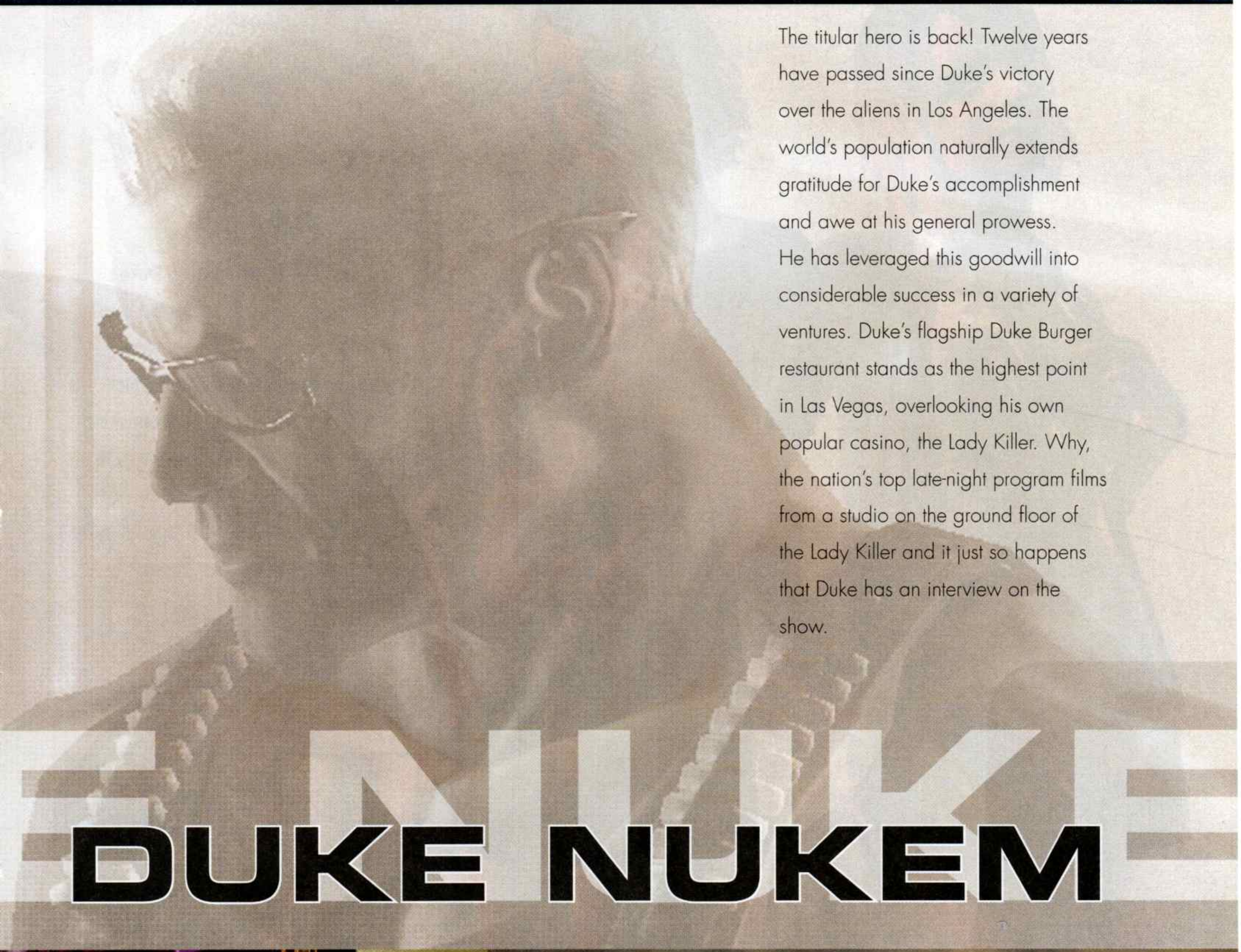


With Duke's public recognition and great wealth, he's connected all the way up to the top of the U.S. government.

K


Hail to the King

CHARACTERS



The titular hero is back! Twelve years have passed since Duke's victory over the aliens in Los Angeles. The world's population naturally extends gratitude for Duke's accomplishment and awe at his general prowess. He has leveraged this goodwill into considerable success in a variety of ventures. Duke's flagship Duke Burger restaurant stands as the highest point in Las Vegas, overlooking his own popular casino, the Lady Killer. Why, the nation's top late-night program films from a studio on the ground floor of the Lady Killer and it just so happens that Duke has an interview on the show.

DUKE NUKEM

Every king needs his throne.

Duke Burger

The Duke Burger spire soars into the stratosphere above the strip.

The pop star twins are also Duke's live-in goddesses. The talented duo resides with Duke in the spacious penthouse of the Lady Killer, which sports an incredible view overlooking the Las Vegas strip. Although they're entrenched deep within Duke's inner circle, the twins are obviously still quite star struck, making them especially eager to please.

Whose haircut do you prefer?

MARY AND KATE HOLSOM

STRIPPERS

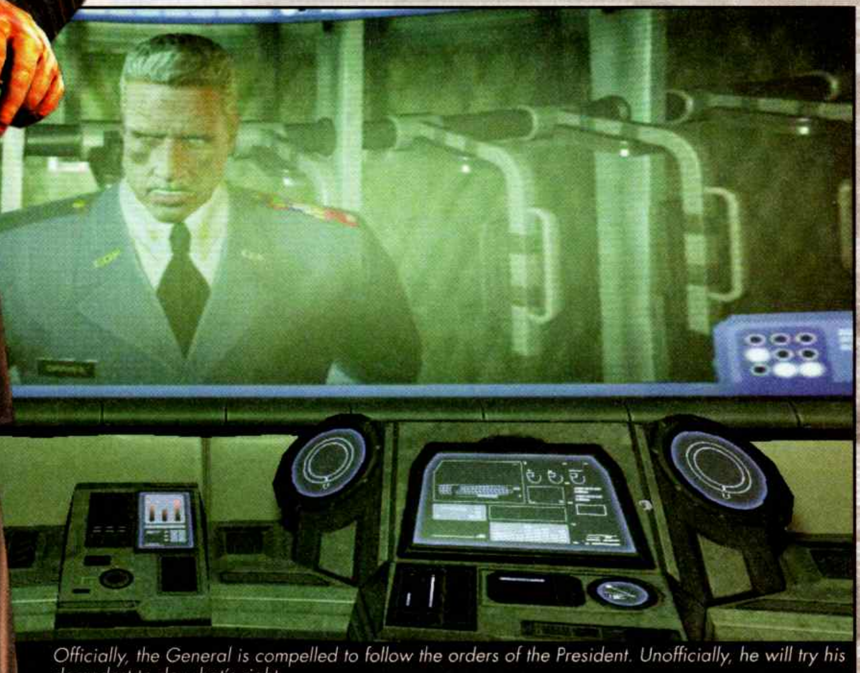
CENSORED!
CENSORED!
CENSORED!

Shake it, baby!

These lovely ladies put in a hard day's work at classy places like Duke Nukem's Titty City, arousing onlookers with their seductive moves.

GENERAL GRAVES

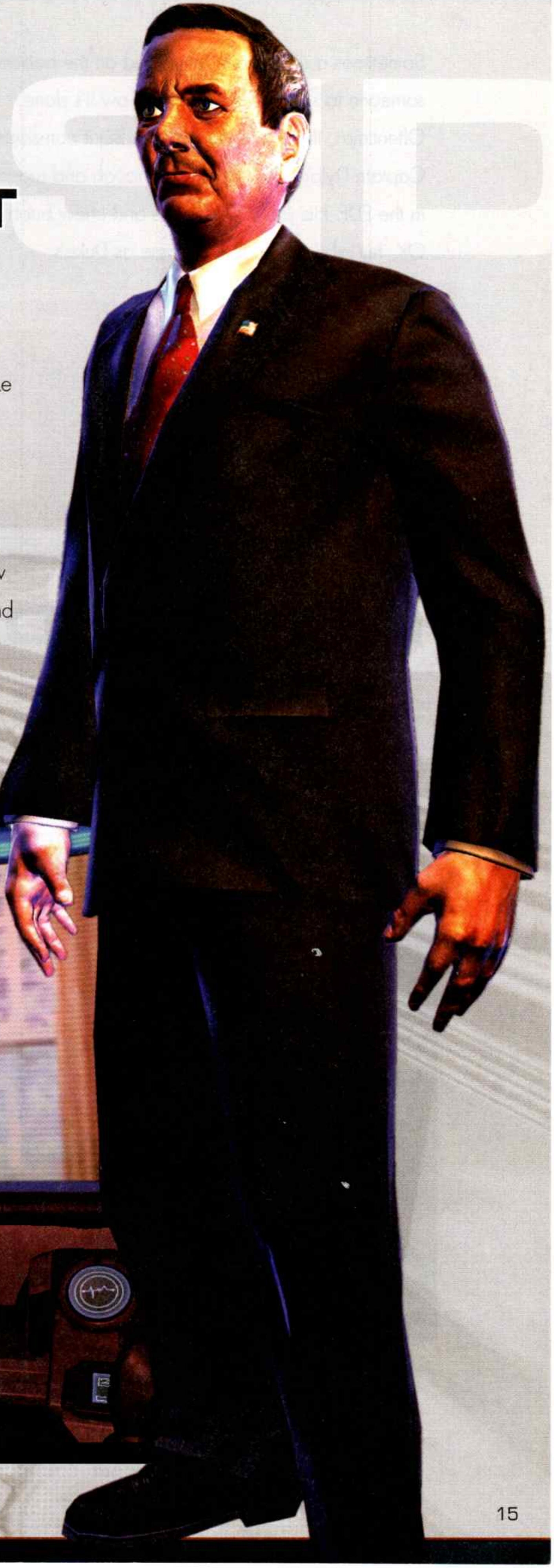
The General is the current allied military commander. Naturally, he's known Duke for quite a while and admires him. Of course he would—Graves is a patriotic pragmatist who favors a common sense, getting-it-done attitude over fretting about the bureaucratic and diplomatic consequences.



Officially, the General is compelled to follow the orders of the President. Unofficially, he will try his damndest to do what's right.

THE PRESIDENT

The sitting P.O.T.U.S. is the leader of the free world—and a serious drag. The President holds a deep grudge against Duke Nukem for the collateral destruction caused by Duke's heroic stand against the first alien invasion attempt—Los Angeles is still recovering economically—and regrets that a diplomatic solution could not be reached. The President may even be just a little resentful at how brightly Duke's star shines and how much Duke basks in that bright light. With an apparent second opportunity to score a major political coup by entering into partnership with the aliens, the President is not eager to see Duke mess up his bid to become the broker between aliens and humanity.



The President is crystal clear in his disdain for Duke Nukem.

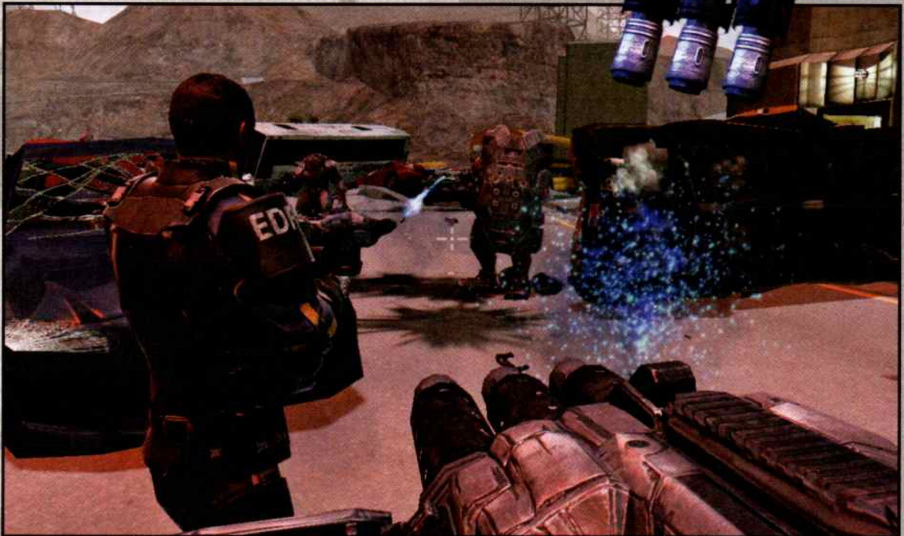
Sometimes a real soldier is needed on the battlefield—someone to show all the pansies how it's done. Oftentimes, that someone is Duke. But it can sometimes be Captain Dylan. The captain is a rough and rugged officer in the EDF. His job is to kick ass and chew bubblegum... OK, his job is basically the same as Duke's.

CAPTAIN DYLAN

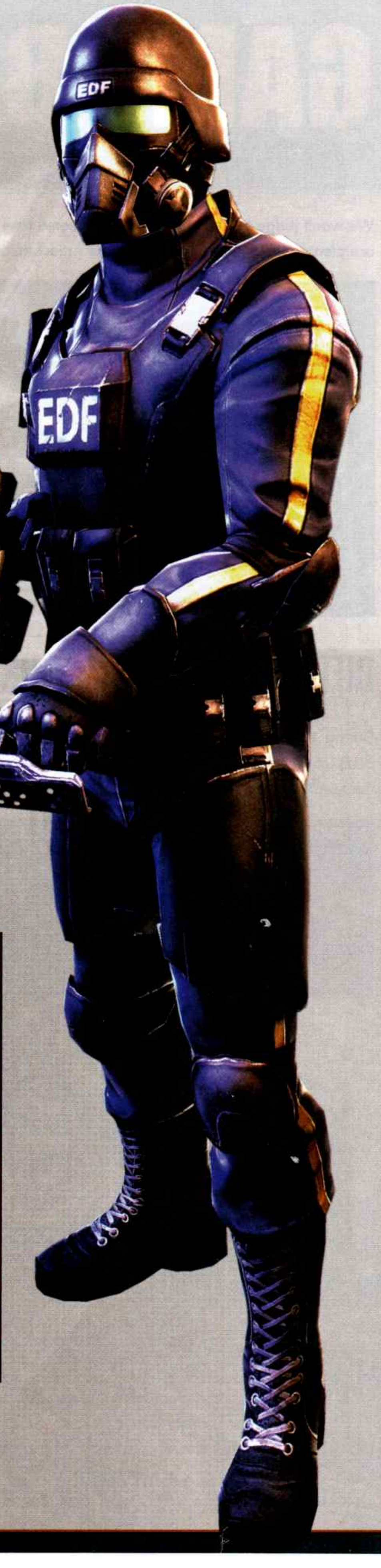
They don't come much tougher than Dylan. They don't cuss more, either.

EDF SOLDIERS

The Earth Defense Force (or EDF) was formed after the previous alien invasion attempt. The EDF exists to provide some measure of security against another alien threat beyond "Hope Duke Nukem saves the earth by himself." Wouldn't you know, it just might end up that way again anyway? Nevertheless, these brave souls lay down their lives for human freedom, that is when they're not busy getting mutated into mindless Pigcops by alien Assault Commanders.



EDF soldiers will fight alongside Duke Nukem during some segments of the single-player campaign.



GAME BASICS

"WHAT'D YOU EXPECT? FOREVER'S A LONG TIME."

We won't judge too harshly if you need some time to get readjusted to the controls and world of Duke Nukem. It's been a while, after all, and there are plenty of new wrinkles to the game's mechanics.

DIFFICULTY SETTINGS & UNLOCKABLES

During your first playthrough of the game, there are only three difficulty settings. The hardest difficulty, "Damn, I'm Good," is unlocked by first completing the game on another setting. The difference between the difficulties lies in how much damage Duke deals and how much he receives. On the hardest difficulty, Duke deals half his normal amount of damage, while taking twice as much!

DIFFICULTY	DAMAGE DEALT	DAMAGE SUSTAINED
Piece of Cake (Easy/Novice)	125%	75%
Let's Rock (Normal/Default)	100%	100%
Come Get Some (Hard)	75%	150%
Damn, I'm Good* (Insane)	50%	200%

*Unlocked after clearing every chapter on any other difficulty.

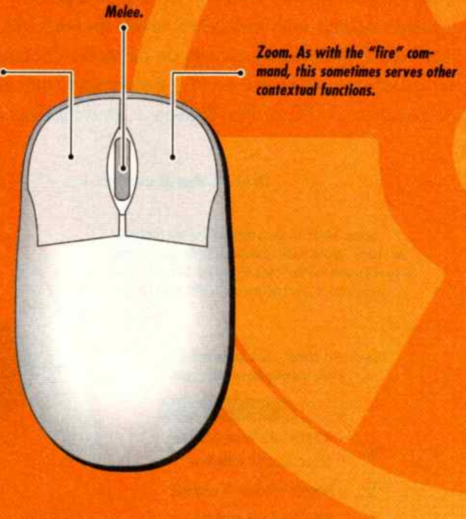
In addition to unlocking a new difficulty setting, defeating the game also reveals other bonuses. You can check out galleries of concept art, development screenshots, pre-release trailers, and photos of Triptych's cushy office. There's a thorough development timeline, a Duke sound board, and a menu full of new game settings to toggle. Those settings include the following:

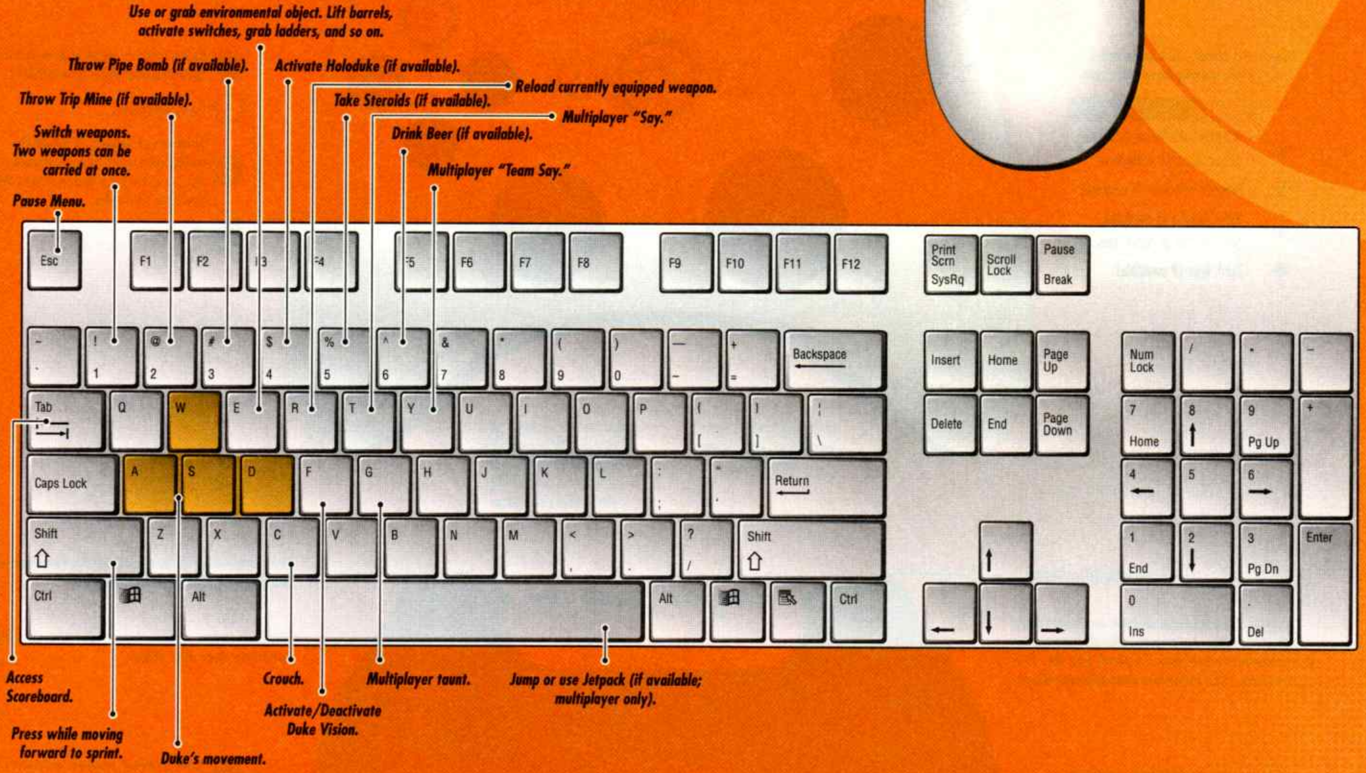
- Invincibility
- Infinite Ammo
- Instagib (enemies always splatter gruesomely)
- Mirror Mode
- Grayscale Mode
- Game Speed (PC only)
- Head Scale
- Duke 3D Freeze Ray (Freeze Ray fires bouncing projectiles rather than a short-range beam)

HANDLING THE DUKE

PC CONTROLS

The PC is where the Duke Nukem franchise and the first-person shooter genre started. From the beginning, the controls were intended for keyboard and mouse. Consoles have come a long way since the first grudging attempts at a real FPS experience on a console. Controllers are now robust enough that FPS titles can be played with no problem. But there is still an undeniable "snappiness" to mouse and keyboard control that cannot be completely replicated on game controllers.


Melee.
Fire currently equipped weapon. Depending on context, this can perform other functions (such as controlling a flipper during pinball).
Zoom. As with the "fire" command, this sometimes serves other contextual functions.


Use or grab environmental object. Lift barrels, activate switches, grab ladders, and so on.
Throw Pipe Bomb (if available).
Activate Holoduke (if available).
Reload currently equipped weapon.
Throw Trip Mine (if available).
Take Steroids (if available).
Multiplayer "Say."
Switch weapons. Two weapons can be carried at once.
Drink Beer (if available).
Multiplayer "Team Say."
Pause Menu.
Access Scoreboard.
Press while moving forward to sprint.
Duke's movement.
Crouch.
Activate/Deactivate Duke Vision.
Multiplayer taunt.
Jump or use Jetpack (if available; multiplayer only).

WASD ALTERNATIVES & PC CONFIGURATION PERSONALIZATION

Console players have four control schemes from which to choose. In contrast, PC gamers have a dizzying array of customization options. Apart from the endless number of key bindings on a keyboard and mouse, there are also myriad varieties of both devices with all sorts of hardware features and button arrangements specific to each one.

All said, the consensus was arrived at long ago that WASD was the sacrosanct building block of PC control schemes for FPS titles. There's nothing wrong with this control scheme, but it does require that you frequently move your middle finger back and forth from W to S whenever you want to change from moving backward to forward, or vice-versa. Although it may not sound like much, but over the course of the campaign, or several heated multiplayer matches, this will amount to thousands of small movements. With just minor modifications to the control scheme, you can create a setup that requires less finger movement and thus less strain and fatigue. You'll even end up changing direction slightly faster—a difference of a few milliseconds might not sound like much, but hey, every little bit helps.

A: Move backward;
S: Left strafe;
D: Move forward,
F: Right strafe.

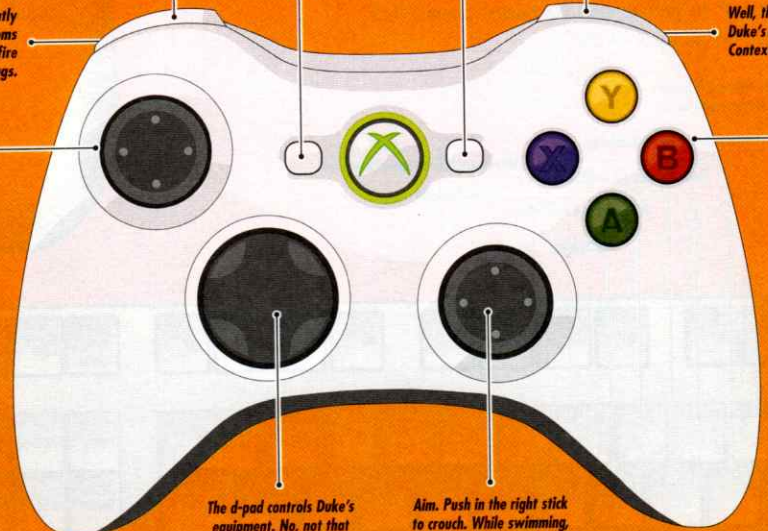
The basic idea is that instead of having "move forward" directly above "move backward," you simply array all four movement commands in a line. Your pinky will then always be ready to move Duke backward, while your middle finger is always ready to move Duke forward. Meanwhile, your ring and pointer fingers cover both strafe directions. No key travel is required to cover every movement direction! Depending on your particular hands and fingers, you may find it more comfortable to assign "move backward" to the Z key rather than the A key, but the idea remains the same. Of course, you'll still need to move your pinky to press the shift key to sprint, but that is a given regardless.

Along the same lines, if you have a mouse with extra buttons, it's wise to consider mapping the Trip Mine and Pipe Bomb commands to the mouse. To throw one of these explosives on the PC version, you must take a finger completely off the movement keys to press either the 2 or 3 key. Especially if you're trying to stick a Trip Mine directly to a moving target, having your own forward or lateral movement hampered while you prepare to throw is a terrible disadvantage. But meanwhile, the thumb on your mouse hand was doing basically nothing. Instead, use it to press the side mouse buttons so you can retain full movement control of Duke.

Of course, PC configuration is largely personal preference and born of experience and habit. Perhaps you have the default schemes too ingrained to worry about a change. But regardless, it's worth scrutinizing the default control scheme for just a minute to see whether you can streamline your performance and make your hands, and the gameplay itself, more to your liking.

CONSOLE CONTROLS

Duke Nukem has a history of fun console ports. For example, the version that released for PlayStation 1 (The "Total Meltdown" edition) had an extra episode added with individual levels themed after other PlayStation franchises, such as Resident Evil and Wipeout. *Duke Nukem Forever* marks the first time Duke Nukem arrives on consoles concurrently with the PC version. Apart from obvious control differences, and extra customization options for graphics and sound on PC, the versions are almost identical. The only differences are minor ones: two Achievements on Xbox 360 have different names than on PC or PlayStation 3, and the European PlayStation 3 version does not allow rats to be microwaved.



Throw Trip Mine (if available).

Zoom. Level of zoom depends on the currently equipped weapon. For example, the Railgun zooms in considerably further than the pistol. Like the "fire command," this sometimes does different things.

Duke's movement. Push in the left stick while moving forward to sprint.

D-PAD	RESULT
↑	Activate Duke Vision in single-player; Taunt in multiplayer
↓	Activate Holoduke (if available)
←	Take Steroids (if available, don't try this at home, kids)
→	Drink beer (if available)

Access Scoreboard (multiplayer only).

Access Pause Menu.

Throw Pipe Bomb (if available). Active Pipe Bombs are detonated by pulling the right trigger.

Well, this is the important one, isn't it? This fires Duke's current weapon. You knew that, didn't you? Contextually, this sometimes does other things.

X Reload current weapon, or interact with environmental object (if available).

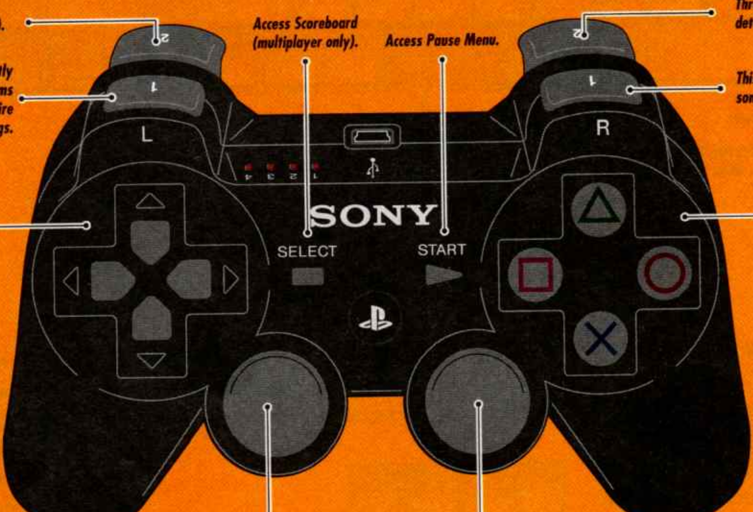
Y Swap weapons.

A Jump or use Jetpack (if available, multiplayer only). When swimming, holding down the jump button makes Duke ascend in the water.

B Melee.

The d-pad controls Duke's equipment. No, not that equipment...

Aim. Push in the right stick to crouch. While swimming, holding down the right stick button makes Duke descend in the water.



2
1
L
2
1
R
1
2
3
4
SONY
SELECT
START

Throw Trip Mine (if available).

Zoom. Level of zoom depends on the currently equipped weapon. For example, the Railgun zooms in considerably further than the pistol. Like the "fire command," this sometimes does different things.

The d-pad controls Duke's equipment.

D-PAD	RESULT
↑	Activate Duke Vision in single-player; Taunt in multiplayer
↓	Activate Holoduke (if available)
←	Take Steroids (if available, don't try this at home, kids)
→	Drink beer (if available)

Access Scoreboard (multiplayer only).

Access Pause Menu.

Throw Pipe Bomb (if available). Active Pipe Bombs are detonated by pulling the right trigger.

This fires Duke's current weapon. Contextually, this sometimes does other things.

□ Reload current weapon, or interact with environmental object (if available).

△ Swap weapons.

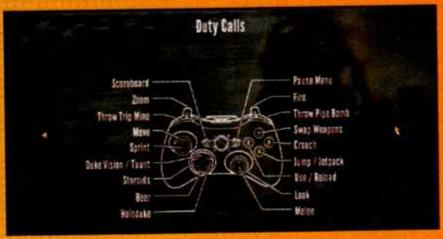
✕ Jump or use Jetpack (if available, multiplayer only). When swimming, holding down the jump button makes Duke ascend in the water.

○ Melee.

Duke's movement. Push in the left stick while moving forward to sprint.

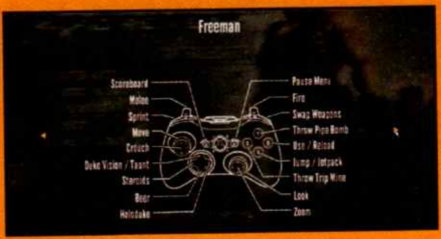
Aim. Push in the right stick to crouch. While swimming, holding down the right stick button makes Duke descend in the water.

In addition to the default control scheme, there are three alternate arrangements. These configurations mimic the controls of some other shooters that you may have heard about, while you stayed faithful to Duke and waited patiently for his return. You stayed faithful to Duke, didn't you?



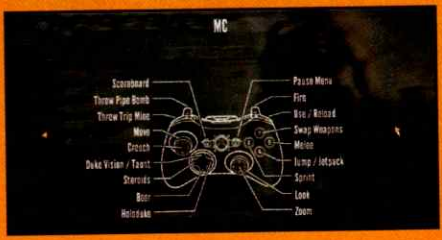
Duty Calls
Scoreboard
Zoom
Throw Trip Mine
Move
Sprint
Duke Vision / Taunt
Steroids
Beer
Holoduke
Pause Menu
Fire
Throw Pipe Bomb
Swap Weapons
Crouch
Jump / Jetpack
Use / Reload
Look
Melee

Duty Calls



Freeman
Scoreboard
Melee
Sprint
Move
Crouch
Duke Vision / Taunt
Steroids
Beer
Holoduke
Pause Menu
Fire
Swap Weapons
Throw Pipe Bomb
Use / Reload
Jump / Jetpack
Throw Trip Mine
Look
Zoom

Freeman

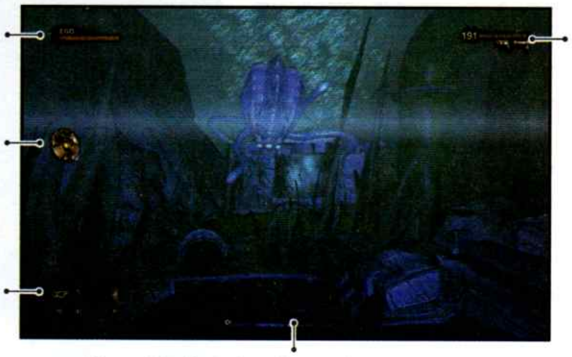


MC
Scoreboard
Throw Pipe Bomb
Throw Trip Mine
Move
Crouch
Duke Vision / Taunt
Steroids
Beer
Holoduke
Pause Menu
Fire
Use / Reload
Swap Weapons
Melee
Jump / Jetpack
Sprint
Look
Zoom

MC

DISPLAY

In *Duke Nukem 3D*, all health and ammo information was displayed in a readout across the bottom of the screen. Nowadays, most games eschew using too much screen real estate for display elements when that space is better served to showcase the game and *Duke Nukem Forever* follows this trend. The heads-up display will appear only when it's needed, like in the middle of firefights with enemies or whenever you press the "reload" command. The rest of the time, the display will fade away, leaving an unobstructed view of the world of Duke Nukem.



Duke's Ego and health. Enemy boss health, when appropriate, is displayed underneath Duke's Ego meter. Note that this can be disabled in the game's options if you prefer.

Quest items for single-player campaign progression.

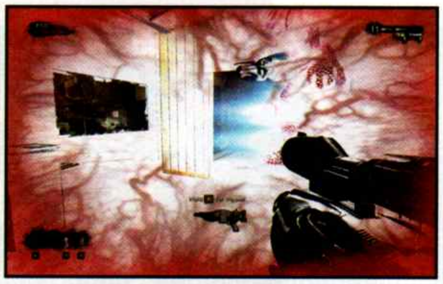
Available equipment. Shows availability of Beer, Steroids, Duke Vision, and Holodukes.

Remaining ammo for current weapon, along with reserve stock of Trip Mines and Pipe Bombs.

O2 gauge. Only relevant when underwater. Shows the amount of oxygen remaining before Duke starts to drown.

EGO

Duke's health is protected by his formidable Ego. While other first-person heroes need impact shields or body armor to protect themselves from damage, Duke needs only his unequaled machismo. As he sustains damage, his Ego gets depleted. Avoid damage for a few seconds and Duke's Ego will regenerate. If his Ego gets completely depleted, Duke can only withstand a little direct damage before he dies. Once Duke's Ego is utterly drained and the screen begins to turn red, find a place to hide and recover quickly before it's too late!



MULTIPLAYER EGO

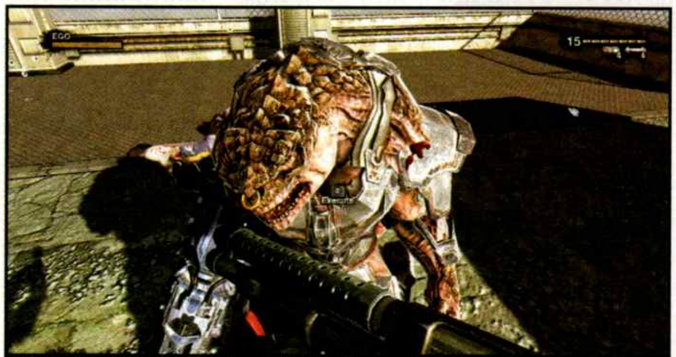
In multiplayer modes, Ego is set to 100 for all players. Weapons have different properties in multiplayer than in single player, so refer to the multiplayer chapters for more specifics regarding those modes.

Duke's Ego is represented as a bar in the top-left corner of the screen. The maximum numeric value of Duke's Ego starts at 40, although this is not expressed overtly in the game. Max Ego can be increased by defeating bosses and by interacting with the environment in certain ways. Many actions in the environment, such as using a microwave or requesting a special dance from a stripper, result in a permanent, one-time boost to maximum Ego the first time they are performed. By finding every opportunity to boost max Ego in each chapter, you'll ensure that Duke is tougher for all encounters going forward. If you find every Ego-boosting action in the game, Duke's maximum Ego will be 100—over twice the max starting value! (You will also unlock an **Achievement/Trophy** for snagging every Ego boost.) Ego progress is retained if you use Chapter Select to swap to a different chapter, but Ego is reset if you start a totally new single-player campaign.

A full list of Ego boosts is located in the Trophies, Achievements, and Ego Boosts chapter.

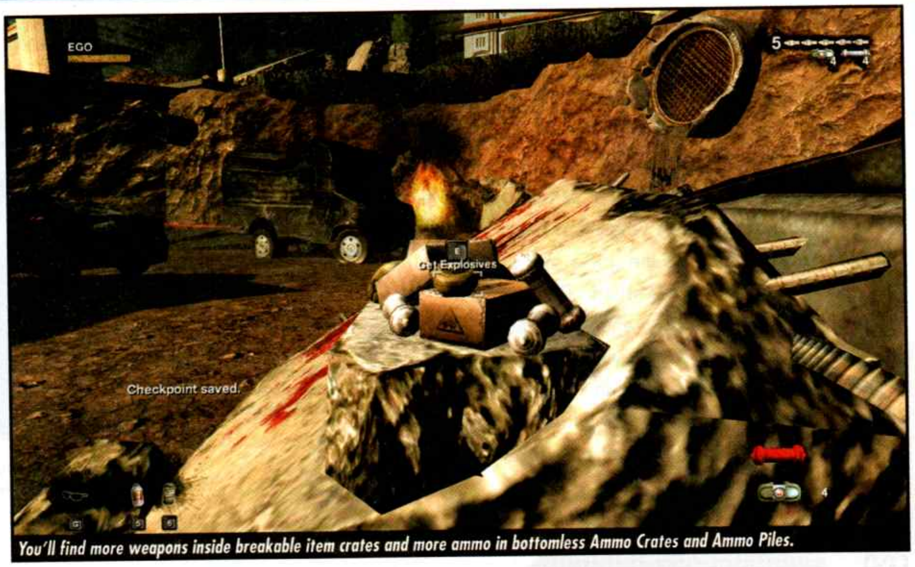
GUNS & AMMO

The fire button discharges the currently-held firearms. Duke can carry two different guns at a time and each weapon has a maximum amount of ammo. Some weapons also have a finite magazine size; expend all the rounds of ammunition in a magazine and Duke will reload the weapon to continue firing. Some weapons, like the RPG or Devastator, do not have magazines; instead, they simply deplete ammo from Duke's overall stock. The max ammo for a given weapon includes whatever is in the current magazine. Duke does not have separate totals for reserve ammo and loaded ammo, only one overarching value for all of it.



Execution: *Bring an enemy close to death and he may start swooning in a groggy fashion. Approach and press the "use" command to perform an execution, a down-and-dirty takedown of the target that fully refills Duke's Ego!*

Contextual cues will appear on-screen when you get close enough to a new weapon to pick it up. If you only have one gun, picking up another one will mean that you have two. With two guns in hand, picking up another weapon replaces whichever weapon was last held with the new one, while dropping the old one to the ground. Passing over a spare weapon of a model you already carry will add ammunition to that weapon's tally, if there is room to spare. This will also remove the weapon from the world, so don't carelessly walk over ammo replacements when you're only missing a few rounds off the max. Pick up weapons when needed to maximize available ammo.



You'll find more weapons inside breakable item crates and more ammo in bottomless Ammo Crates and Ammo Piles.

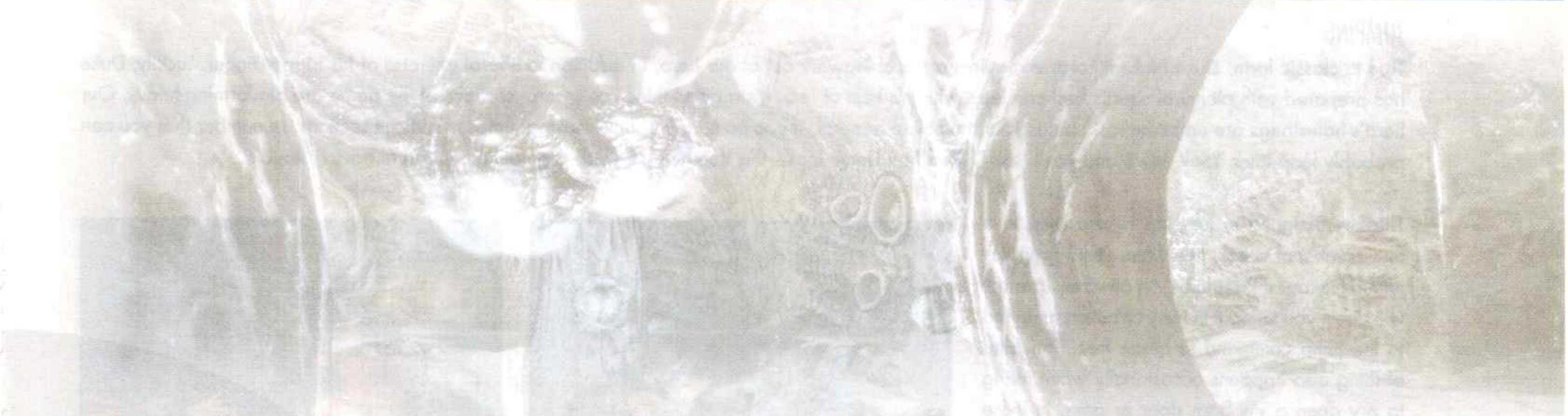
MOVEMENT

Duke Nukem Forever is the direct sequel to one of the granddaddies of all first-person shooters, *Duke Nukem 3D*. The basic vocabulary of control hasn't changed too much in the intervening decade or so. Duke's locomotion is still handled by walking forward or backward and strafing, while his orientation is changed by using either the mouse or the right analog stick.

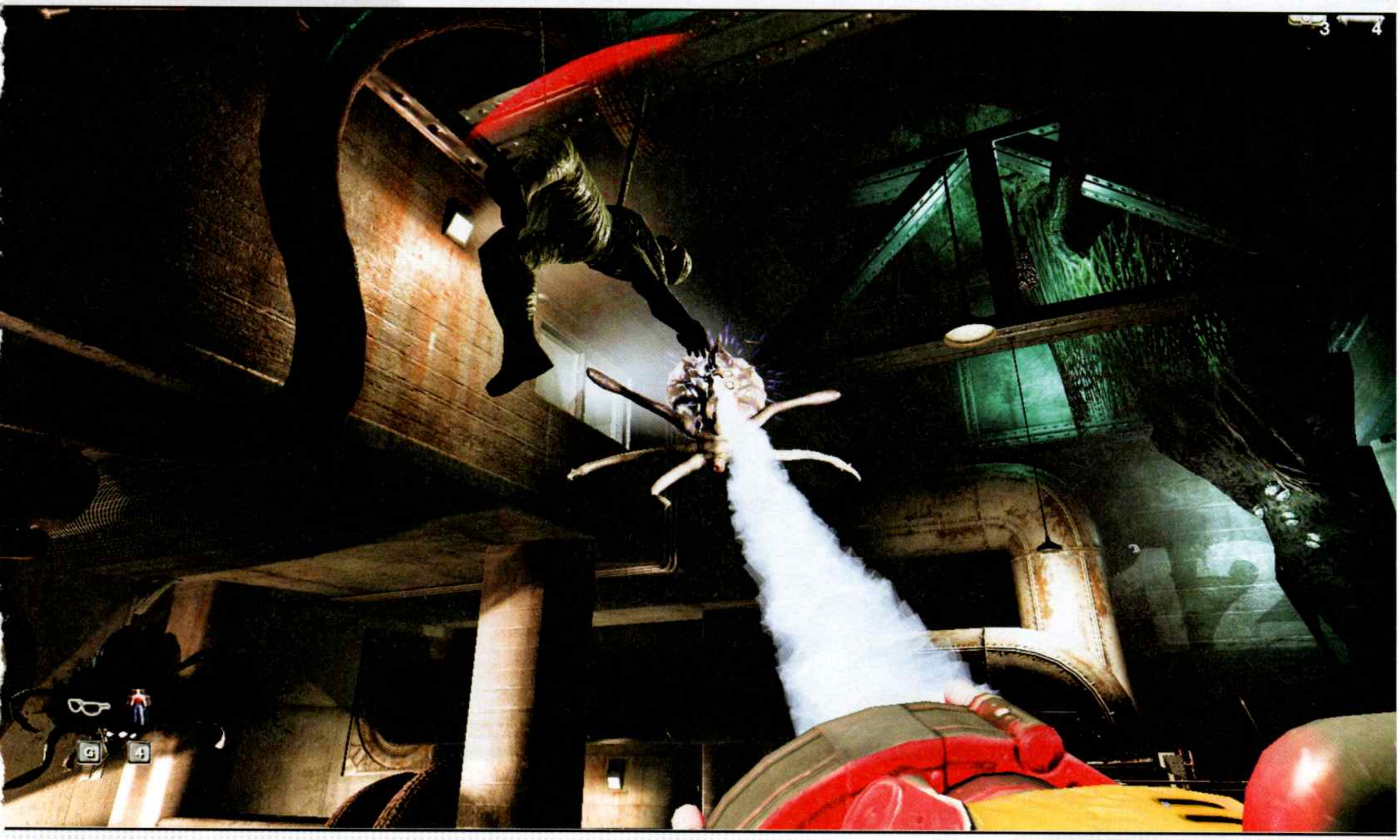
STRAFING

In case you've been living under a rock since before *Wolfenstein 3D*, then *DOOM*, then *Duke Nukem 3D* changed video gaming forever, it's important to note how important strafing is. Strafing is simply walking sideways. On the console, this is accomplished by moving the left analog stick either left or right, while on PC this is done by pressing either the A or D keys (depending on your keyboard setup). Let's say a Pigcop Captain fires an RPG grenade, or an Octabrain hurls a psychic blast or object your way. It's probably a good idea to sidestep the incoming projectile by strafing. Sure, Duke's Ego can absorb a serious pounding if you'd just like Duke to catch the object with his face, but this is an approach that will only go so far. It will take you as far as seeing the loading screen—again and again... It's important to learn how to strafe left and right while keeping your gun trained on your target.

Some enemies will attack Duke by leaping or firing objects directly at him. Against these foes, given enough space, you can strafe in one direction while continually aiming at the enemy. In effect, you'll be dancing a circle around the foe while peppering the beast with pain. You might not be surprised to learn that gamers call this "circle strafing."



Some enemies, such as the Octabrains, will "lead" Duke with their projectiles if you're strafing while they're firing. For these baddies, circle strafing won't suffice. Don't change direction and you'll just eat whatever they feed you. Instead, you'll want to "juke" rather than strafe continually in one direction. Move to one side until the enemy releases a projectile, then immediately strafe in the opposite direction.



SPRINTING

When you need Duke to hoof it a little faster, press the appropriate sprint button while moving forward. You don't have to hold down the sprint command—you just have to input it while moving forward. Keep moving forward and Duke will keep sprinting. A physical specimen like Duke can haul ass with the best of 'em, but no one can sprint indefinitely, so keep that in mind. A well-rested Duke can sprint for about eight consecutive seconds.

MULTIPLAYER SPRINTING

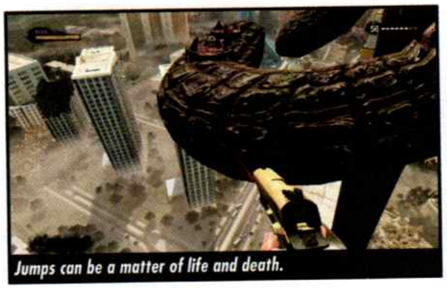
In multiplayer modes, players can sprint indefinitely!

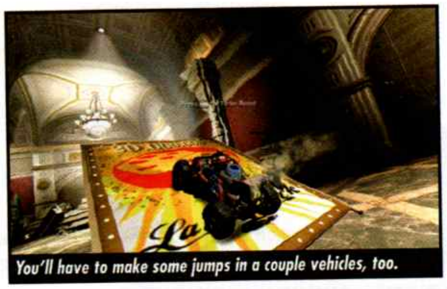
Forward movement of any kind allows Duke to sprint, so you can move forward but also strafe to one side when you start sprinting, and he will move faster at a wider angle. You can't sprint directly sideways with just strafing, though. Sometimes you may want to move laterally around an enemy or object faster than strafing alone allows. For example, you'll fight some bosses that are accompanied by lesser enemies. You may have all your attention trained on strafing around the boss, only to realize you're surrounded in closer proximity by their underlings. Well, you gotta get the hell out of there for the sake of Duke's Ego! In this case, you'll want to break your line of sight with the boss and sprint laterally around the whole mess of monsters. Once you've created some separation, you can re-orient to all the enemies and resume strafing normally.

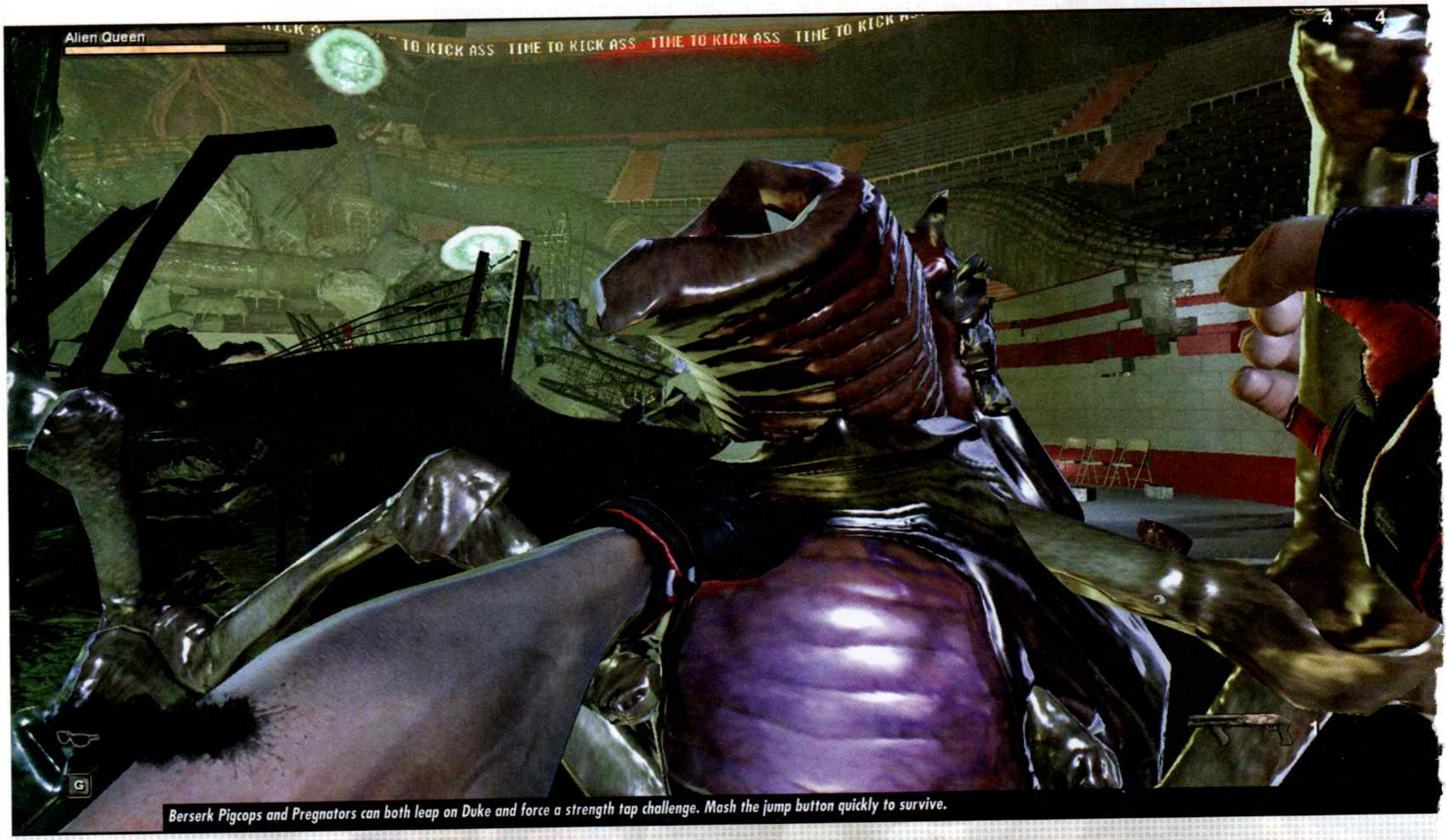
JUMPING

True to classic form, *Duke Nukem Forever* requires a ton of legwork out of our hero, in addition to liberal exercise of his trigger finger. Luckily, Duke has prepared with plenty of squats and can leap with the best of 'em. It's a good thing, as several sections of the game are platforming-heavy. Our hero's hamstrings are up to the task, but is your thumb? In general, if you have any trouble making jumps in difficult sections, remember that you can probably leap later. Look down and you'll see Duke's handsome legs—this can help serve as a guideline, if you're having trouble.

The key assigned to jumping is also used in a few situational cases, like when Duke grapples with a Pigcop or Pregnator. An on-screen prompt will direct you to input the key or button assigned to the jump command to break free. This kind of thing also happens occasionally when trying to pry open a stubborn door or gate. In these cases, you'll want to mash on the jump button over and over until success is achieved.


Jumps can be a matter of life and death.

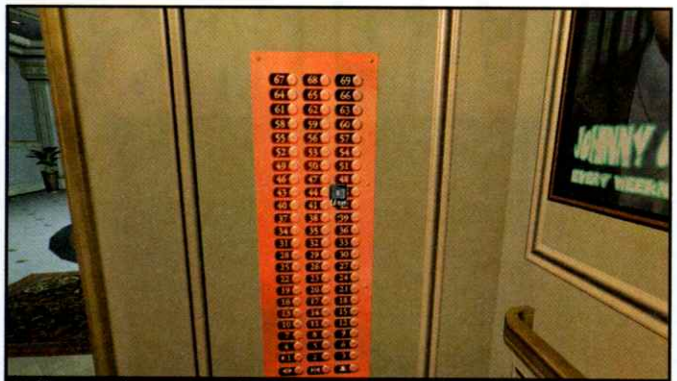

You'll have to make some jumps in a couple vehicles, too.


Alien Queen
TIME TO KICK ASS TIME TO KICK ASS TIME TO KICK ASS TIME TO KICK ASS
4
4
G
Berserk Pigcops and Pregnators can both leap on Duke and force a strength tap challenge. Mash the jump button quickly to survive.

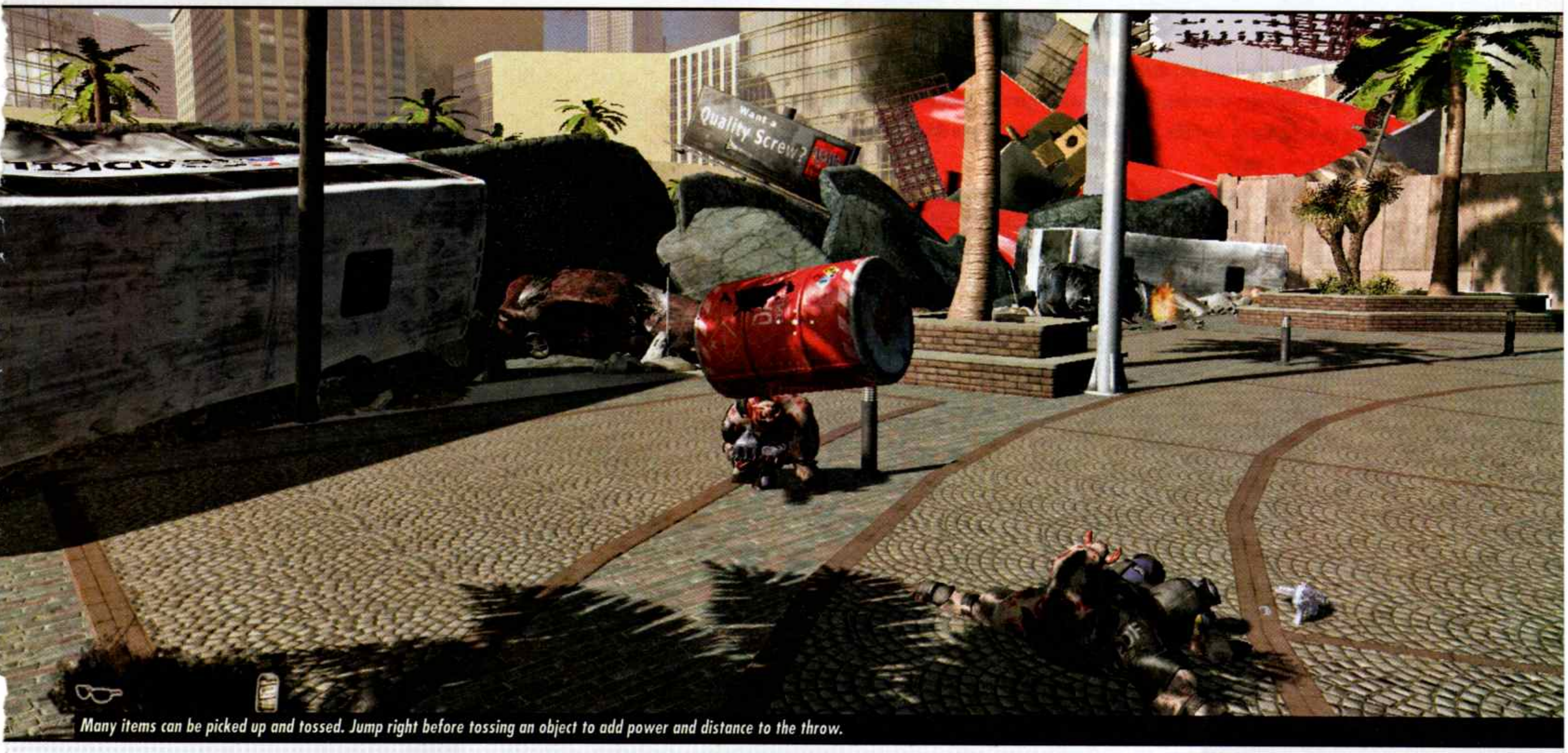
ENVIRONMENTAL INTERACTION

There's plenty to do in the game besides blasting aliens and ogling hot chicks. Your curious inquisitions into the world of Duke Nukem will be rewarded in various ways. These interactions are handled by the key or button assigned to the "use" command. Note that while the PC version assigns "use" and "reload" to different keys, the console versions consolidate these functions.

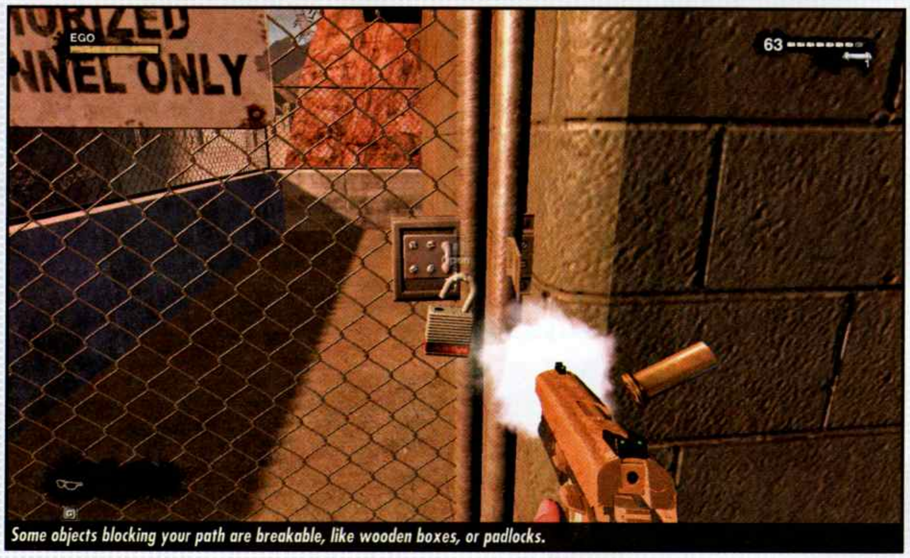
In some cases, the use command simply allows Duke to observe an object, such as admiring himself in the mirror or ogling his babes in the multiplayer "My Digs" mode. In other cases, the interaction is more complex. For example, Duke can open a microwave, then pick up something that is right at home in a microwave, such as a bag of microwaveable popcorn, then place said object inside the microwave. Then, the microwave can be closed and turned on.



Usable items in the environment that have a critical function will emit a glow, as long as tips are "on" in the options!



Many items can be picked up and tossed. Jump right before tossing an object to add power and distance to the throw.



Some objects blocking your path are breakable, like wooden boxes, or padlocks.

Some objects can be picked up and held with the use command. Once in hand, depending on the object, you can set the object down again by facing a nearby flat surface and inputting the fire command, or you can toss the object by facing something that's further away and pressing the fire button. Another option or two may present itself, depending on what Duke holds. In any case, on-screen prompts will indicate when an action is available.

WEAPONS & EQUIPMENT

"THIS IS TAKING FOREVER!"

There are a lot of aliens that need killing and, luckily, weapons are in abundance throughout the single-player campaign. Weapon specifics are a little different in multiplayer modes compared to the main story mode, so refer to the multiplayer chapters for details about online play. Some pieces of equipment also aid in the quest to liberate Earth. Much of Duke's arsenal will be familiar to long-time fans of the King, but there are a few new weapons and gear to keep things interesting.

WHISKEY & JETPACKS

The Jetpack is back—just not during the single-player campaign. It is, however, available in multiplayer modes. Whiskey, which grants invincibility, is also an item unique to multiplayer. Just like in real life, the best thing to drink while operating a Jetpack is hard liquor.

Each piece of equipment has its own parameters and purpose, which are detailed in this chapter. Although some weapons are clearly better than others during certain circumstances, a skilled player can utilize just about any weapon in any situation. The exception occurs during boss fights and vehicle combat. Huge, heavily-armored targets can only be damaged by explosive weapons and turrets.

Weapons are frequently found near deceased EDF soldiers, aliens, and Pigcops or inside item crates or webbed corpses.

Explosive items can turn into remote weapons, as they will explode after being punctured. They can also be tossed directly at enemies.

Pipe Bombs and Trip Mines, which create splashy, explosive firepower, allow Duke to set traps and fight out of harm's way. Objects from the environment can help, too. Explosive barrels will kill anything nearby when they go off; heavy barrels and objects can be tossed into foes; fire extinguishers can be destroyed to put out nearby blazes; and vehicles of various types allow for expanded travel and alien-crushing options.

EDF Ammo Crates and Ammo Piles provide unlimited ammo and explosive replenishment. Take advantage whenever these resources are nearby during a battle.

DIFFICULTY	DAMAGE DEALT	DAMAGE SUSTAINED
Piece of Cake (Easy/Novice)	125%	75%
Let's Rock (Normal/Default)	100%	100%
Come Get Some (Hard)	75%	150%
Damn, I'm Good* (Insane)	50%	200%

DIFFICULTY SETTINGS

The weapon damage referenced in this chapter is based upon the default difficulty of "Let's Rock." On the lowest difficulty, Duke deals 125% of normal damage, while on harder difficulties, he inflicts much less. On "Damn, I'm Good" Duke deals half the normal damage! Essentially, it requires twice the ammunition to kill each foe.

The heavier damage taken from enemies on harder difficulties also places a precious premium on effective use of equipment. Beer, Holodukes, and Steroids can all be lifesavers in some situations, allowing Duke to make chicken salad out of chicken snot. Using Pipe Bombs and Trip Mines as effective, efficient supplements to primary weapons also becomes invaluable.

THE DUKE NUKEM ARSENAL

WEAPON	DAMAGE PER ROUND	RATE OF FIRE	ROUNDS PER MAGAZINE	DAMAGE PER MAGAZINE	MAX AMMO COUNT	MAX DMG PER FULLY LOADED WEAPON	AMMO PICKUP	RELOAD SPEED	MELEE SPEED	FIRE FASTER WITH MANUAL BUTTON PRESSES?
Fists	40	.833 seconds	N/A	N/A	N/A	N/A	N/A	N/A	.833 seconds	No
Pistol	20	.37 seconds	8	160	64	1280	40~64	2.17 seconds	.625 seconds	Yes
Shotgun	Close Range: 15 per pellet, for 15~150 total; Long Range: 10 per pellet, for 10~100 total	1.0 seconds	7	Close Range: 105~1050; Long Range: 70~700	28	4200	19~28	.83 seconds for first shell, .5 for subsequent	.8 seconds	No
Ripper	9	.1 second for first round, .067 for subsequent	50	450	200	1800	140~200	3 seconds	.8 seconds	No
Railgun	135	1.33 seconds	3	405	12	1620	8~12	2.33 seonds	.8 seconds	No
RPG	125 (with large splash damage radius)	1.33 seconds	N/A	N/A	5	625	3~5	N/A	.933 seconds	No
Devastator	20 (with small splash damage radius)	.33 seconds	N/A	N/A	69	1380	69	N/A	.833 seconds	No
Shrink Ray	N/A (simply shrinks target; very small "splash shrink" radius)	.5 seconds	N/A	N/A	10	N/A	7~10	N/A	.933 seconds	No
Freeze Ray	120 "ice" damage per second	30 rounds per second	N/A	N/A	200	800 "ice" damage	150~200	Recharges slowly over time (roughly 6.7 rounds per second, or full recharge in 30 seconds)	.833 seconds	No
AT Laser	20 (60 per 3-round burst)	1.33 seconds (3-round burst)	N/A	N/A	60	1200	42~60	N/A	.933 seconds	No
AT Captain Laser	20	1 second for first round,.5 for subsquent	N/A	N/A	80	1600	56~80	N/A	.933 seconds	No
Enforcer Gun	55 (165 per 3-round burst; medium splash damage radius)	1.33 seconds (3-round burst)	N/A	N/A	15	825	10~15	N/A	.933 seconds	No
Trip Mine	125	N/A	N/A	N/A	4	500	1	N/A	N/A	No
Pipe Bomb	125	N/A	N/A	N/A	4	500	1	N/A	.833 seconds	No

FISTS & MELEE

PUNCH/MELEE VITALS

Damage Per Punch/Melee Swing	40 (128 with Steroids)
Melee Speed	.833 seconds

Melee strikes have a lot of practical uses. Up close, they are quite powerful compared to individual rounds from many weapons. In a pinch, you can usually punch a berserk Pigcop or two to death with no problem. Melee attacks are also great for eliminating weaker enemies like Pregnators and Octababies. Of course, you'll also be bashing boxes apart, crushing egg pods, and knocking around webbed corpse piñatas. Melee strikes also work like a charm against frozen enemies, or reeling foes ready for execution. If you don't need the instant Ego refill that an execution kill provides, just bash the enemy to death with a quick melee attack.

MELEE SPEED	WEAPON
.625 seconds	Pistol
.8 seconds	Shotgun, Ripper, Railgun
.833 seconds	Bare-handed, Devastator, Freeze Ray, Pipe Bomb
.933 seconds	RPG, Shrink Ray, AT Laser, AT Captain Laser

The speed of a melee attack differs very slightly depending on the weapon in hand. Power doesn't differ, however; every melee attack deals 40 points of damage, or twice the damage of a Pistol shot. Drugs provide an exception, though. While under the influence of Steroids, Duke's punching power rockets from 40 to 128! Steroids briefly put punches on par with RPG rockets and Railgun rounds!

Melee attacks can destroy certain environmental objects.

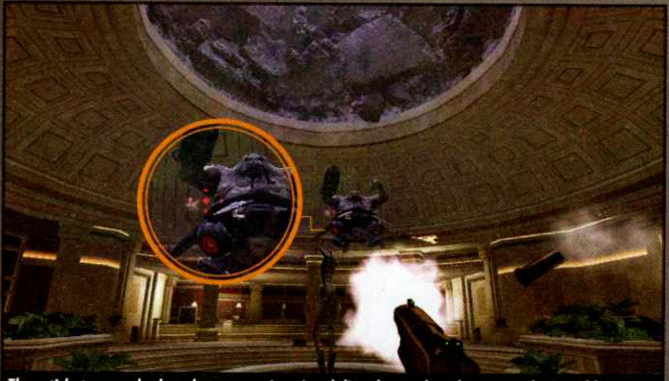
Hands and feet are used in execution attacks.

PISTOL

PISTOL VITALS	
Damage Per Round	20
Rate of Fire	.37 seconds
Rounds Per Magazine	8
Maximum Ammo Count	64
Ammo Pickup	40–64
Reload Speed	2.17 seconds
Melee Speed	.625 seconds

The semi-automatic M1911 Pistol is the preferred sidearm of Duke Nukem. This is notably the only weapon in the game that fires faster if you manually press the fire button repeatedly, rather than just hold it down. The Pistol is also the only weapon that allows for a faster melee attack than normal!

Don't let the diminutive size of this weapon compared to Duke's other weapons fool you. With some finesse and trigger discipline, the Pistol is a formidable weapon even on the game's hardest difficulty, "Damn, I'm Good." (On the hardest difficulty, Duke's damage output is diminished sufficiently that the Pistol finally underwhelms compared to heavier choices.) Go for headshots and opt for controlled, aimed shots over frantic bullet spam and the Pistol should serve you well. Remember to take advantage of the extra-fast melee swing against enemies that get too close.



The reticle turns red when the weapon is pointed directly at a hostile target. The Pistol has terrific range.

The normal Pistol and Duke's golden Pistol both perform identically. The golden Pistol just looks way cooler and serves as the basis of a big Trophy/Achievement.

Score headshots to greatly increase the power of the Pistol.

THE GOLDEN GUNSLINGER

There's no mistaking Duke's custom, gold-plated M1911 Pistol. You'll first acquire this gleaming weapon from the Duke Cave early in the campaign. Finish every subsequent chapter with the golden Pistol on Duke to unlock one of the game's most valuable Achievements/Trophies.

SHOTGUN

PUNCH/MELEE VITALS

Damage Per Pellet, Close Range	15 (10 pellets per shot, 15~150 total)
Damage Per Pellet, Long Range	10 (10 pellets per shot, 10~100 total)
Rate of Fire	1.0 seconds
Rounds Per Magazine	7
Maximum Ammo Count	28
Ammo Pickup	19~28
Reload Speed	.83 seconds for first shell, .5 seconds for subsequent
Melee Speed	.8 seconds

What would a respectable first-person shooter be without a dominant Shotgun? *Duke Nukem 3D* laid down the ground rules years ago—Shotguns have been anointed by the gaming gods as the perfect weapon. *Duke Nukem Forever* is not exempt from these unwritten rules. The Shotgun is, pound for pound, buckshot for buckshot, the best weapon in the game. If you aim carefully and put every Shotgun shell center-mass on a target, no other weapon even comes close in terms of damage on a per-full-weapon basis. This makes the Shotgun even more valuable on higher difficulty settings, where ammo can become an endangered resource.

Take that, Pigcop!

There are a few caveats to the Shotgun's superiority, though. Although it inflicts ferocious damage up close and diminished (but still great) damage at mid range, it is ineffective at long distances. The Shotgun also has by far the longest reload time of any weapon—Duke has to individually chamber each shell during a reload. The Shotgun is also ineffective against bosses and vehicles, but then that's true of all non-explosive weapons.

Only enemies equal to or tougher than a Pigcop Captain can survive a full Shotgun blast, and only Enforcers or tougher foes can survive more than two.

FRONT LOADING DAMAGE

The Shotgun fires 10 pellets per trigger squeeze and each pellet deals its damage instantly. Weapons like the Pistol or Ripper deal damage over time, one projectile at a time. This means the Shotgun shines over those weapons at close to mid range, especially against foes who will die from one well-placed Shotgun blast.

Even though the Ripper fires with alarming speed, putting one Shotgun shell dead center into a Pigcop is still faster (and easier) than nailing the first 11 or so Ripper rounds without missing a single one (or, similarly, getting 3~5 Pistol rounds on target without a miss).

This also means that the Shotgun is capable of more kills per magazine than a Ripper or Pistol. Seven rounds per Shotgun magazine can end up scoring seven kills against Assault Trooper Captains and Pigcops, while the most you can hope to squeeze from a Ripper per reload is about four kills. The Ripper is also a much larger headache to deploy against Assault Trooper Captains, who will teleport repeatedly before dying due to the slower buildup of damage. With a good hit from the Shotgun, there is no "buildup" of damage; the Assault Trooper Captain is just toast, with no time to deploy pesky teleport.

RIPPER

RIPPER VITALS

Damage Per Round	9
Rate of Fire	.1 seconds for first round, .067 for subsequent
Rounds Per Magazine	50
Maximum Ammo Count	200
Ammo Pickup	140–200
Reload Speed	3 seconds
Melee Speed	.8 seconds

The Ripper is Duke's machine gun. It boasts an incredible rate of fire and, with a 50-round reservoir, the deepest magazine of any non-explosive terrestrial weapon (the Devastator holds 69 mini-rockets, but it cannot be reloaded). The flat, multi-barrel arrangement gives the Ripper a firing rate comparable to a chaingun! The Ripper fires so fast that it empties a magazine almost as fast as Duke can reload.

The Ripper chews through enemies very quickly. Multiple hits also result in many opportunities to cause enemies to flinch, interrupting their actions.

The Ripper is a versatile weapon that can be found throughout most of the game. Like Pistols and Shotguns, Pigcops frequently tote a Ripper, so even if spare Rippers aren't lying around or hidden in item crates, you'll still usually find them on slaughtered swine.

The Ripper makes a fine anti-Pigcop weapon since it's effective at any range in any situation.

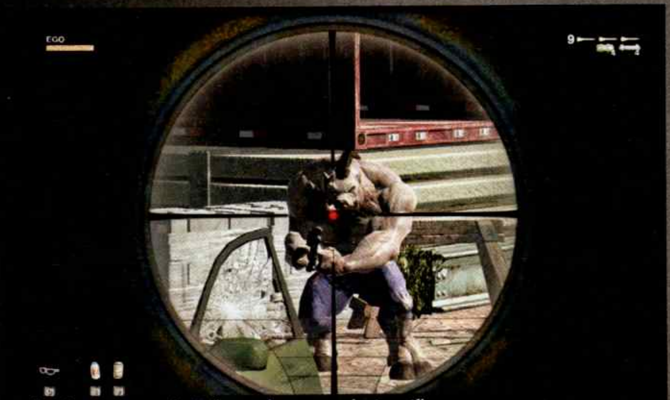
Hold for Shotgun

Against especially stout enemies like shielded Enforcers, try dumping a full magazine into them, then tossing a Pipe Bomb as a fatal one-two punch.

Like the Pistol, the Ripper is more desirable on lower difficulty settings, while it falls behind a bit on the hardest difficulty. It can take half of a magazine to put down a single Pigcop on "Damn, I'm Good." So you may only get eight kills out of all four magazines of a full Ripper and that's assuming you don't miss any shots!

When compared to the Shotgun as a long-range weapon, the Ripper naturally wins. At mid range, the Ripper would eventually win against the Shotgun if it didn't drain all four magazines so quickly. If the means are available to keep the Ripper restocked (like from EDF Ammo Crates or ammo pickups), the Ripper is the better choice over the Shotgun at mid range. But just as the Ripper wins at long range, the Shotgun dominates at close-range damage.

RAILGUN



Outfitted with a scope, the Railgun makes a natural sniper rifle.

At long range and with precise aim, the Ripper outpaces the Railgun. However, it's probably a taller order to land 45 out of 50 shots on target with the Ripper's recoil and lessened zoom versus landing 3 out of 3 heavily-zoomed, deliberately spaced shots with the Railgun. Additionally, Ripper bullets are absorbed by their targets, while Railgun rounds aren't stopped by anything. Railgun projectiles will pierce multiple targets, if they're lined up, and will even pass through solid cover!

The Railgun is a non-explosive weapon with strong individual shots and much more ammo in comparison to the RPG or Enforcer Gun.

The Railgun is powerful in its versatility. While its enormous range and scope make it ideal for long-range altercations, it works just fine as a close-range weapon against one or two foes. On difficulty settings below "Damn, I'm Good," this firearm works just like a Shotgun up close—one shot, one kill against Assault Trooper Captains and Pigcops.

RAILGUN VITALS

Damage Per Round	135
Rate of Fire	1.33 seconds
Rounds Per Magazine	3
Maximum Ammo Count	12
Ammo Pickup	8–12
Reload Speed	2.33 seconds
Melee Speed	.8 seconds

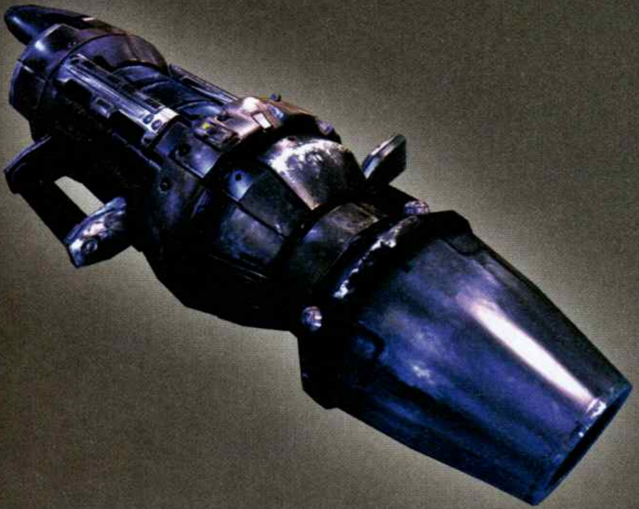
Railguns are made possible by modern technology that utilizes electromagnets to charge and hurl projectiles at incredible velocities. Remember that the next time you're checking your pockets for metal objects before an MRI exam. The Railgun projectile travels in a straight, precise path and passes through solid objects with an operational range that is functionally infinite.

The only thing holding it back as a primary weapon for any situation is its diminutive magazine. So if you get jumped by several pigs or aliens, you should swap to a better phone booth weapon, like the Ripper or Shotgun, perhaps after killing two or three enemies with a magazine of Railgun rounds. If you can manage to line up close-range enemies with Railgun blasts to cut through them all, then even better.

The Railgun becomes much more potent when you're near an EDF Ammo Crate. This allows you to be much more cavalier with Railgun use without having to save it for long-range targets.

Railgun headshots have unique death animations.

RPG



RPG VITALS

Damage Per Round	125
Splash Damage Radius	Large
Rate of Fire	1.33 seconds
Maximum Ammo Count	5
Ammo Pickup	3-5
Melee Speed	.933 seconds

The RPG (rocket-propelled grenade) is Duke's rocket launcher. This weapon can be dumb-fired without a lock-on, which results in the rocket traveling straight down the path it was aimed. Hold the reticle over a target for a second, however, and the RPG will establish a lock-on. Fire with a lock-on active and the rocket is virtually guaranteed to hit the target.

SPLASH DAMAGE

RPG rockets not only inflict damage to their direct target, but also in a large area around the impact zone. This makes RPG rockets great for clearing out clustered groups of most any types (Assault Troopers, Pigcops, even Pregnators and Octababies). Just don't fire RPG rockets at Octabrains—mature Octabrains will "catch" incoming rockets, then hurl them right back at Duke with deadly accuracy.

Pigcop Captains (an infrequent, higher-ranking version of a regular Pigcop) are always equipped with RPGs. On their own, they're not too bad—just strafe around their rockets and make sure a wall isn't right behind Duke to avoid any potential splash damage. Pigcops will sometimes attack in groups, though, or with other enemies. Be especially mindful of any Octabrains, as they will make the rocket problem much worse. Octabrains hurl rockets faster than they travel when launched!

Thanks to lock-on, the effective range of the RPG is almost unlimited.

The RPG is one of the best weapons against bosses and it will usually be available in those situations.

As the explosive weapon in most available supply, the RPG will serve as a main option during most boss fights. Bosses are immune to non-explosive damage, which means you'll need to rely on RPGs, Devastators, Pipe Bombs, Trip Mines, and Enforcer Guns. Of those, RPGs are usually both the most practical and plentiful available armament.

DEVASTATOR

DEVASTATOR VITALS

Damage Per Round	20
Splash Damage Radius	Small
Rate of Fire	.33 seconds
Maximum Ammo Count	69
Ammo Pickup	69
Melee Speed	.833 seconds

The Devastator is Duke's signature heavy weapon. This cannon's symmetrical design features dual rocket launcher barrels and requires Duke to use both arms to carry it. The barrels alternate firing rockets so that a constant stream is kept on the target. The Devastator has a deep supply of rockets (69 to be precise), but it cannot be reloaded. You can only find another Devastator or refill at an EDF Ammo Crate. On the plus side, Octabrains have a hard time catching Devastator rockets like they can RPG rockets, Pipe Bombs, and Enforcer Gun missiles.

The Shotgun was heralded as the game's best weapon mainly for its ubiquity and efficiency. It's damage is spread out over time in big chunks with lulls in between. The Devastator, on the other hand, outputs tremendous damage at any range with splash damage to boot! Whenever you can use a Devastator, you'll definitely want to—especially if an EDF Ammo Crate is around.

The splash damage radius of Devastator rockets is very prominent, but still small compared to the RPG or Enforcer Gun. Still, be careful when firing the Devastator at nearby targets. Last, because Devastator rockets cause little damage, this should not be your weapon of choice when playing as a shrunken Duke.

The answer to "What is the Devastator good at damaging?" is "Everything!"

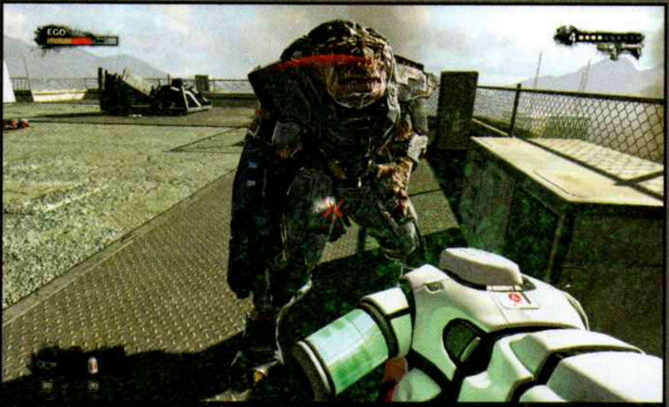
Perhaps the happiest sight in the game.

SHRINK RAY

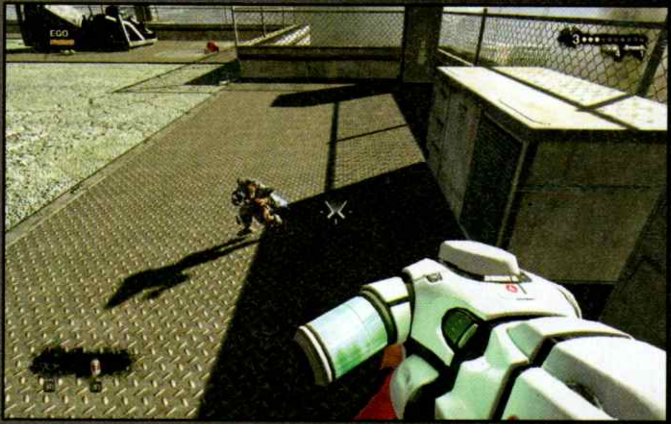
SHRINK RAY VITALS

Shrink Splash Radius	Very small
Rate of Fire	.5 seconds
Maximum Ammo Count	10
Ammo Pickup	7–10
Melee Speed	.933 seconds

The Shrink Ray fires a shining projectile that induces spontaneous shrinkage in targets at the point of impact. The Shrink Ray's projectiles actually have a small splash radius, so it's possible to shrink more than one enemy at a time with one shot.



The Shrink Ray turns earth-shaking foes into rodent-sized runts.



Enemies will remain shrunk for several seconds, during which time they are more or less defenseless. Although they can still fire their weapons, the effect is much less than normal. You can easily kill shrunken targets by either running over them while looking downward at them, hitting them with a melee attack, or shooting them with any weapon.

Assault Commanders can be very tough...unless you just shrink them.

Far and away the most valuable target for the Shrink Ray is the Assault Commander. These hovering heavies have about three times the resiliency of the next-toughest alien, the Enforcer, which is about three times as tough as a run-of-the-mill Pigcop. Shrinking and then squishing an Assault Commander can save a lot of time and ammo. Otherwise, you may end up dumping about half the ammo of any terrestrial weapon, plus all the ammo of any explosive weapon, trying to fell the flier (assuming normal difficulty; on "Come Get Some" and "Damn, I'm Good" Assault Commanders are even more obnoxiously sturdy).

HIPPY STOMPER

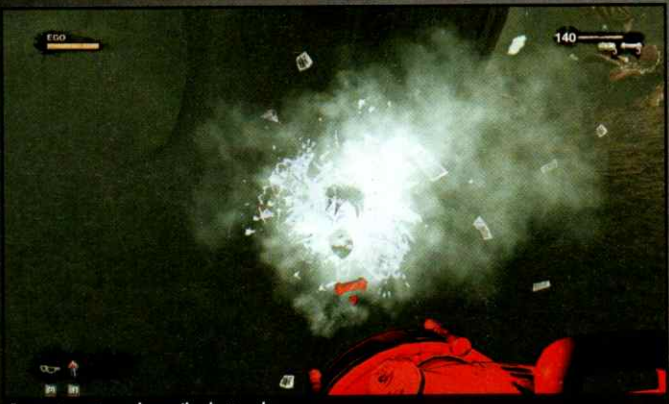
The "Hippy Stomper" Achievement/Trophy is unlocked by squishing 12 tiny foes. They don't have to be shrunken by the Shrink Ray, though, as stepping on rats or Octababies counts toward that total, too.

FREEZE RAY

FREEZE RAY VITALS

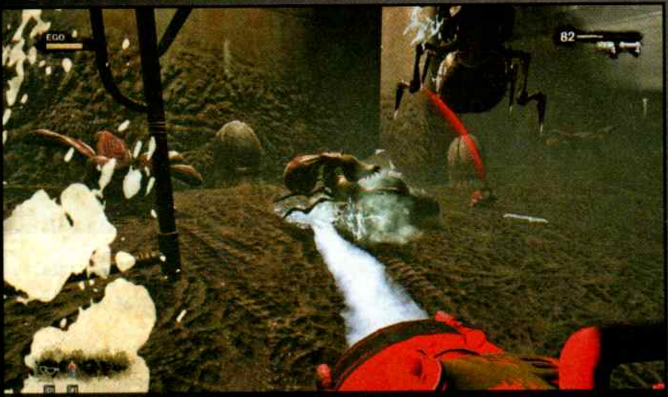
Damage Per Round	120 "ice" damage per second
Rate of Fire	30 "ice" rounds per second
Maximum Ammo Count	200
Ammo Pickup	150–200
Recharge Speed	6.7 rounds per second (full recharge in roughly 30 seconds)
Melee Speed	.833 seconds

The Freeze Ray is capable of freezing any organic material to a brittle, rock-solid finish in a matter of seconds. Unlike other weapons, the Freeze Ray does not use ammo. Instead, it recharges its ice potential over time. To reload the weapon, you simply don't fire it. After complete depletion, the Freeze Ray will be fully loaded again in about 30 seconds.



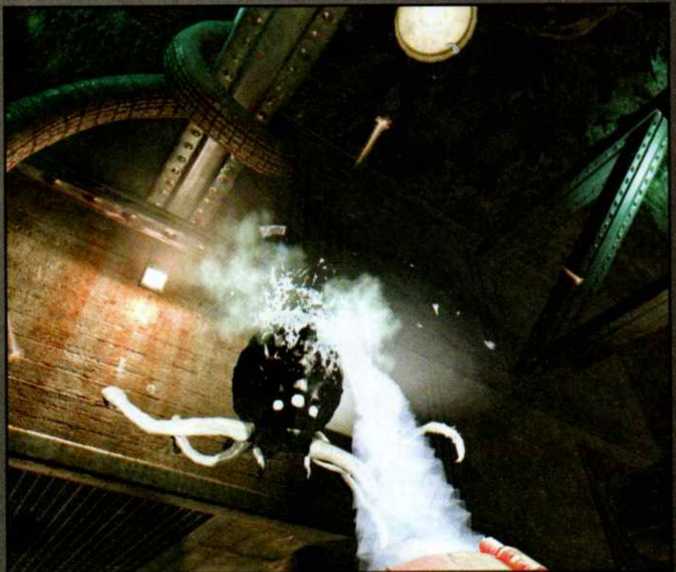
Frozen targets can be easily shattered.

The range of the Freeze Ray is by no means infinite; instead, its projections of icy energy extend to about the edge of mid range. This serves as a useful marker, actually, as the maximum range the Freeze Ray can hit an enemy from roughly the same point at which the Shotgun stops loses its effectiveness. Past that range, the Freeze Ray will fail to connect while the Shotgun may still deal damage, but with greatly diminished power.



Smaller frozen creatures, like Pregnators, can only be shattered, not executed.

As the Freeze Ray is discharged, ice energy will rapidly deplete over time. If the beam is positioned over a target, it will receive ice damage. Most targets will freeze solid less than a second after contact! Try to get comfortable firing just enough ice energy to freeze a target, rather than continuing to fire needlessly while they're freezing solid anyway. Once a full-sized target (like a Pigcop) is frozen, you can either execute it for a full Ego refill, or simply melee bash it for the kill. The melee bash is a lot faster if you don't need the Ego refill.



Don't worry about smashing an Octabrain after freezing it—they'll shatter when they hit the floor!

Its range and overall nature make the Freeze Ray a unique substitute for the Shotgun. Although their function (close-range dominance) is identical, the means differ.

AT LASER

AT LASER VITALS

Damage Per Round	20 (3 rounds per trigger pull)
Rate of Fire	1.33 seconds (3-round bursts)
Maximum Ammo Count	60
Ammo Pickup	42–60
Melee Speed	.933 seconds

The AT Laser is the weapon used by lowly Assault Troopers, and thus it's one of the first weapons you'll pick up during Duke Nukem Forever. This alien weapon is powered by an irreplaceable fuel cell, meaning it cannot be reloaded. Just like the Devastator or RPG, you must just pick up a new weapon to replenish ammo.

When fired, the AT Laser unleashes a burst of three blue energy projectiles. These projectiles deal excellent damage. The disadvantage of the alien's energy weapons versus terrestrial, kinetic ammunition is simply that the projectiles travel slower. Bullets arrive on target more or less instantly, giving enemies no chance to dodge. AT Laser shots, on the other hand, have a transit time, which may make them miss if the target moves drastically. The problem is especially pronounced against extremely mobile enemies like Assault Trooper Captains and Octabrains. The AT Laser isn't a bad weapon, but you'll want to trade up whenever possible.

AT CAPTAIN LASER

AT CAPTAIN LASER VITALS

Damage Per Round	20
Rate of Fire	1 second for first round, .5 for subsequent
Maximum Ammo Count	80
Ammo Pickup	56–80
Melee Speed	.933 seconds

The AT Captain Laser is an upgraded alien sidearm that works a little bit differently. It fires the same basic projectile, but instead of doing so in three-round bursts, the AT Captain Laser spins up a drum mechanism that begins firing a constant stream of the blue bullets. The weapon cannot fire until the drum spins up, which takes a full second.

This makes the AT Captain Laser a poor weapon when you're unsure what's coming—that spin-up time may become an eternity if a berserk Pigcop jumps into your face. On the other hand, it's a terrific weapon when you know you're about to battle several enemies at once. Spin the barrel up in advance and approach your adversaries with energy bullets already flying. The AT Captain Laser is not about conservation of ammo; if you're going to use it, let 'er rip!

Like the AT Laser, the AT Captain Laser's main deficiency is projectile travel time.

Acting like a laser chaingun, the AT Captain Laser is potent against groups of enemy grunts.

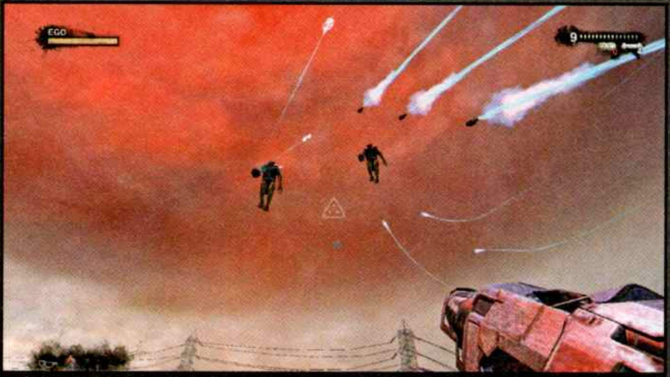
ENFORCER GUN

ENFORCER GUN VITALS

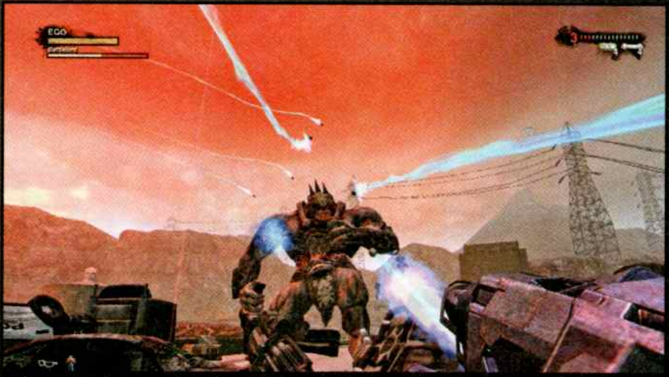
Damage Per Round	55 per missile (3 missiles per trigger pull)
Splash Damage Radius	Medium
Rate of Fire	1.33 seconds (3-round bursts)
Maximum Ammo Count	15
Ammo Pickup	10–15
Melee Speed	.933 seconds

The Enforcer Gun, carried appropriately enough by Enforcers, has more damage potential from a single trigger squeeze than any other weapon. When fired, the Enforcer Gun launches three blue drunk missiles. These missiles will travel in the general direction in which they're fired and search for any enemies along that path. Detected enemies will cause the rockets to detour toward them with almost-unerring accuracy. Most enemies will not survive if two or three of the missiles connect.

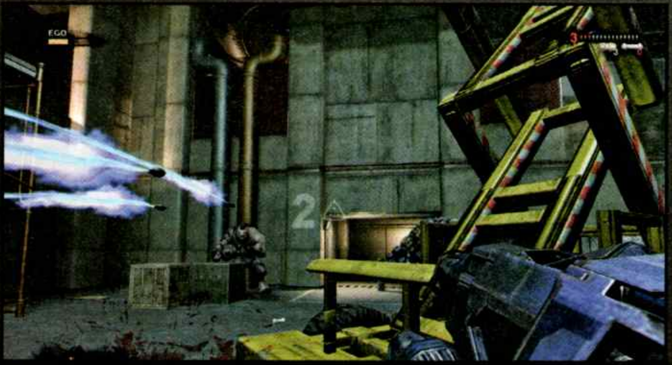
Enforcer Gun missiles do not track over an infinite range. If they've traveled about twice the distance of the edge of mid range (as defined by the range of the Freeze Ray), they'll stop homing in to potential targets. This means the Enforcer Gun doesn't work as a total replacement for the RPG in confrontations requiring heavy artillery. Also, Enforcer Gun rockets lose their effectiveness at long range, which makes it less effective during certain battles.



Enforcer Gun missiles come in fire-and-forget bursts of three that will track down enemies through nearly any evasive action.



When you're close enough for the missiles to track properly, the Enforcer Gun makes an even better weapon in boss fights than the RPG.



These drunk missiles don't require much aiming precision to do their job, making the Enforcer Guna fantastic weapon from behind cover

The Enforcer Gun carries 15 missiles, but at three rounds per burst, that's only five total uses. Like other weapons with limited ammo or availability, the Enforcer Gun shines near an EDF Ammo Crate. In fact, if the enemies are close enough, you can simply sit at the Ammo Crate and spam Enforcer Gun bursts in the near vicinity, using the Crate to rearm as necessary. No enemy can withstand a constant onslaught of incoming homing missiles and you don't even have to bother much with aiming.

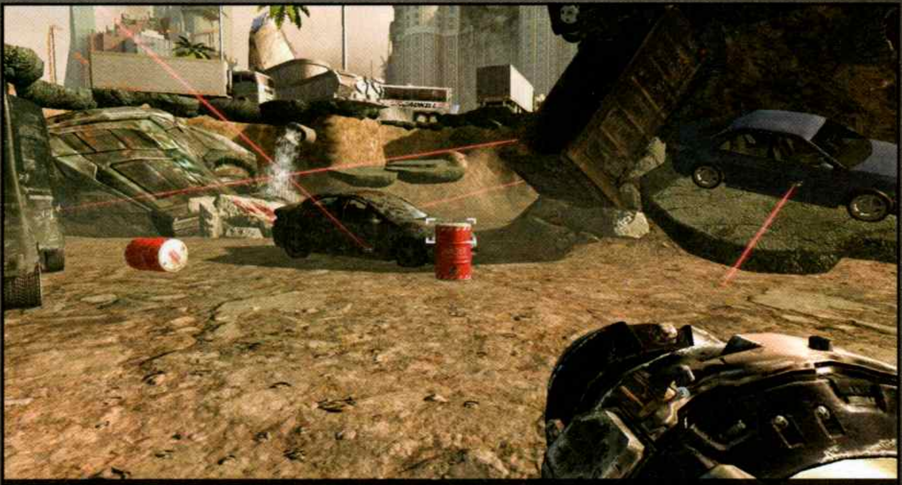
TRIP MINE

TRIP MINE VITALS

Damage Per Mine	125
Splash Damage Radius	Large
Maximum Ammo Count	4
Ammo Pickup	1
Melee Speed	.933 seconds

Once armed, Trip Mines are rigged explosives that project a laser of infinite range. If the path of the laser is broken by a moving humanoid (including Duke), the Trip Mine will explode. The explosion doesn't project splash damage along the full range of the beam, but it does deal heavy damage in a large area where the Trip Mine was deployed.

Trip Mines are armed by being thrown. Once thrown, they will stick and arm automatically to the first surface they touch. Depending on how they stick, they laser will orient differently. Throw a Trip Mine low on a wall and enemies may have to jump to avoid it (and they almost certainly won't, except perhaps a berserk Pigcop). Throw a Trip Mine high on the wall and it may be possible to crouch underneath the laser, or even run under cleanly. Toss a Trip Mine onto the floor and the laser will align straight up, which doesn't provide much of a lateral trap, but will be deadly to anything that passes directly on top.



Trip Mines can be set as traps. Place them near Pipe Bombs or existing environmental explosives to create a stronger trap.

There's a Trophy/Achievement to unlock by killing enough enemies with Trip Mines.

OCTOPUS CATCH

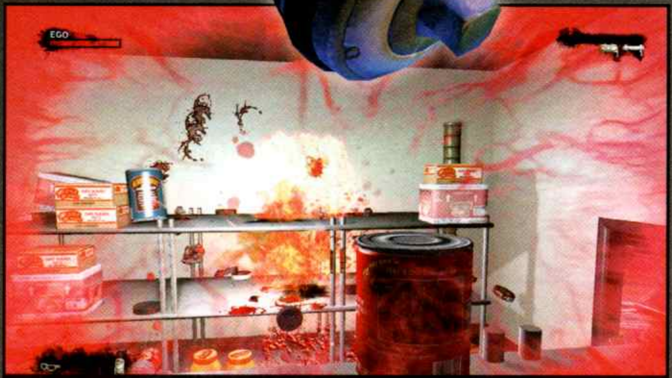
Octabrains can be killed with ease when they're close enough by tossing a Trip Mine onto them. Once it is armed, it will destabilize the hovering Octabrain and detonate as it spins out of control! There's an Achievement/Trophy to unlock for placing a Trip Mine on a living enemy.

PIPE BOMB

PIPE BOMB VITALS

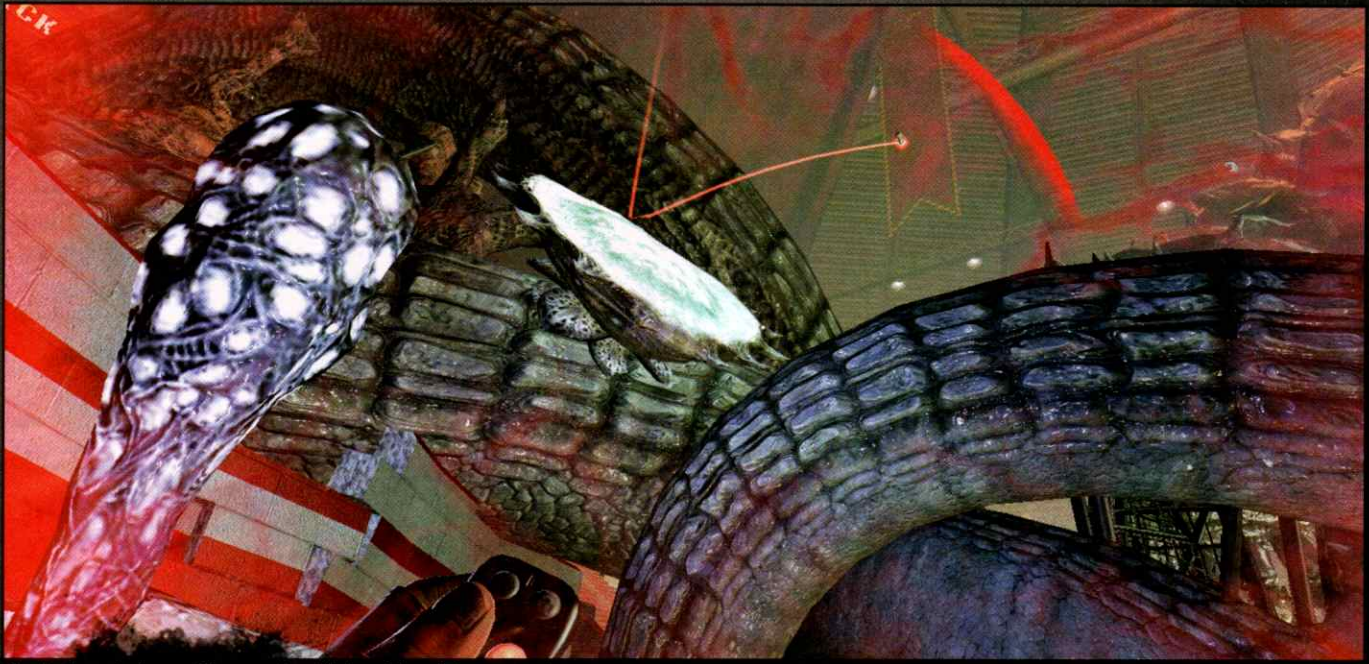
Damage Per Pipe	125
Splash Damage Radius	Large
Maximum Ammo Count	4
Ammo Pickup	1
Melee Speed	.833 seconds
Melee Speed	.933 seconds

Pipe Bombs are remotely-detonated explosives that can be used in several ways. Most directly, you can treat them like grenades. Simply toss them at a target, then detonate immediately. They can also be set as active traps by tossing a Pipe Bomb into an enemy's path, then detonating it as the enemy passes nearby. Passive traps are possible, too. Place a Pipe Bomb near an explosive barrel or armed Trip Mine and the exploding barrel or mine will detonate the Pipe Bomb, too.



After Pipe Bombs are thrown, they must be manually detonated.

Pigcops carry Pipe Bombs and will frequently use them. They will often drop spare Pipe Bombs when they die. Between Pipe Bombs from dead Pigcops, smashed item crates, and Ammo Piles, you have no reason to hoard Pipe Bombs. Use them as you see fit, as Pipe Bombs deal great damage in a wide radius.



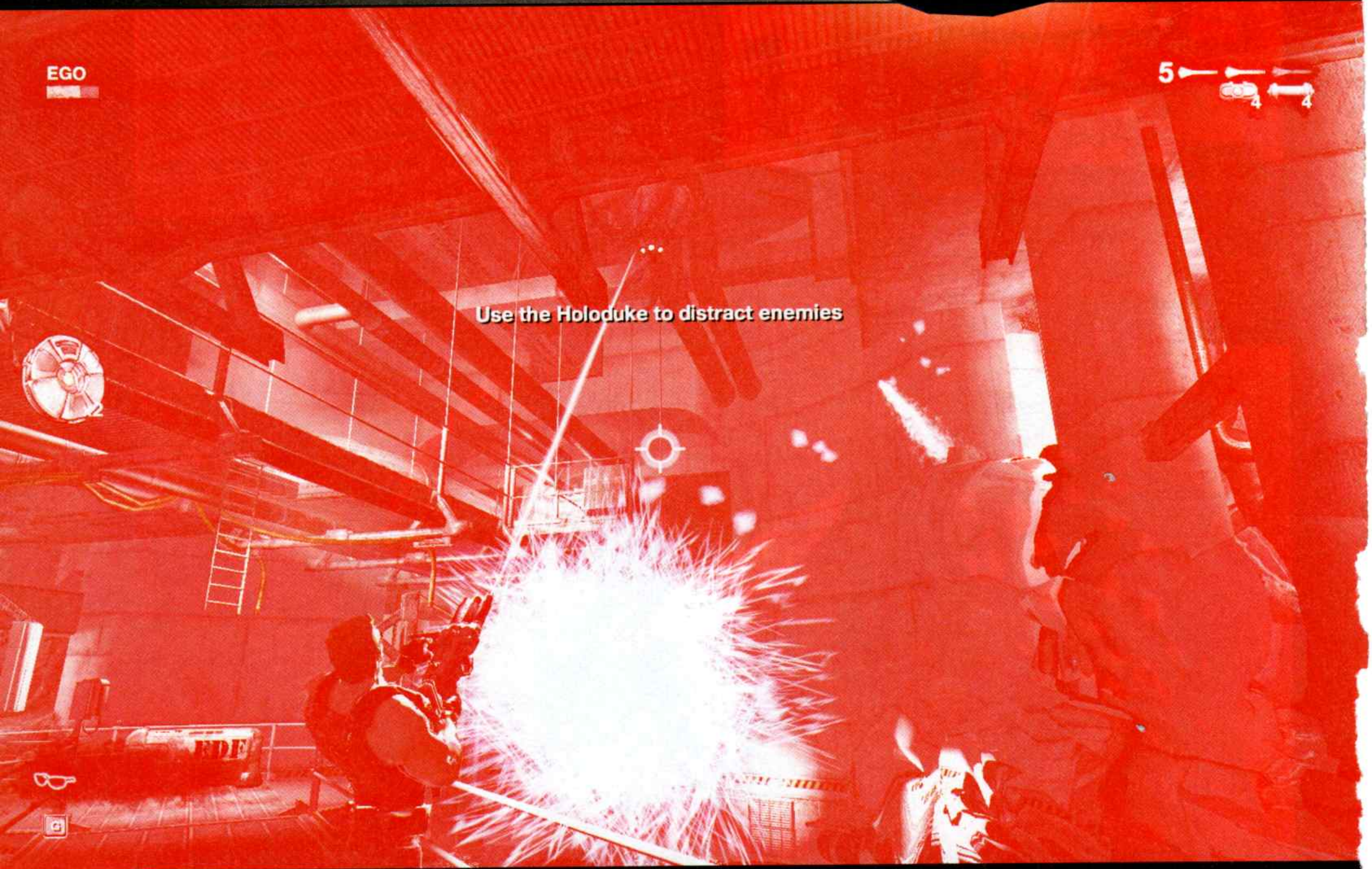
Pipe Bombs can be thrown off bounce pads, which is crucial to solving some puzzles.

TRIP MINES & PIPE BOMBS—EXPLOSIVE LIMITS

Duke can carry up to four Pipe Bombs and four Trip Mines at a time. Up to 10 of any combination of Pipe Bombs and Trip Mines can be active at a time in the world, though. It doesn't matter the combination, as long as there are 10 or fewer explosives. If you throw another explosive into the world while 10 are deployed, the first explosive will vanish.

HOLODUKE

Another favorite item returning from *Duke Nukem 3D,* the Holoduke provides an almost perfect distraction to all enemy forces once it's deployed. The device accomplishes two things: it generates a convincing hologram copy of Duke and it cloaks the real Duke. This allows you to maneuver and aim without being detected, focusing on the enemies that are harmlessly attacking Duke's post-digital double.



Some stretches of the game are extremely difficult without the use of a Holoduke.

BEER

SCORE
ALL THE TIME
40oz

Beer impairs Duke's vision—the world becomes a vague blur. It also greatly increases Duke's resistance to damage, allowing him to withstand much more Ego bruising than normal. There are Achievements/Trophies to unlock for drinking your first Beer, drinking a Beer and taking Steroids together, and for drinking every Beer in the strip club.

STEROIDS

STEROID VITALS

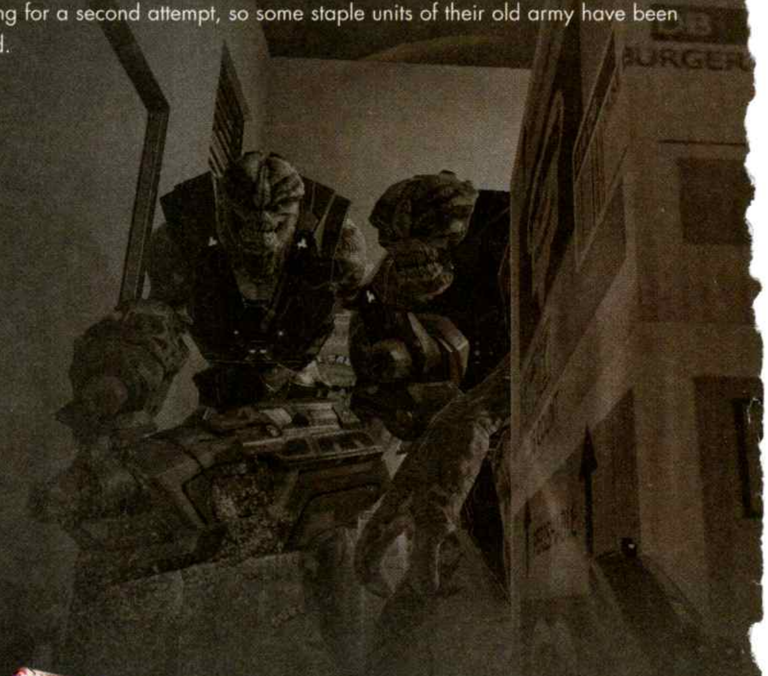
Damage Per Punch	128
Melee Speed	.833 seconds

Steriods place Duke's Ego at 75% of maximum and grant him incredible punching strength. No normal enemy can withstand much of Duke's pummeling under the influence of these health supplements. Steroids are best used against large groups of middling aliens and Pigcops.

ENEMIES

"I'M FROM LAS VEGAS, AND I SAY KILL 'EM ALL!"

Duke doesn't have many enemies on Earth. In fact, everyone on Earth just wants his attention; it takes an intergalactic beef to provide Duke with antagonists. With few exceptions, *Duke Nukem Forever* foes are fiends from across the vast sea of space. These Cycloid forces tried to mess with humanity over a decade ago and Duke Nukem thwarted the alien invasion single-handedly in a battle that began in Los Angeles, before spanning to the moon and back. The Cycloid spent the intervening 12 years retooling for a second attempt, so some staple units of their old army have been upgraded or replaced, while previously unknown units have been revealed.



ENEMIES & DIFFICULTY SETTINGS

Changing the game's difficulty setting affects two things: the damage that Duke can deal and the Ego damage that Duke sustains. Keep this in mind when studying the quantitative alien stats presented in this chapter. These stats equate to the "Let's Rock" setting, which can be considered "normal" difficulty.

DIFFICULTY	DAMAGE DEALT	EGO DAMAGE SUSTAINED
Piece of Cake (Easy/Novice)	125%	75%
Let's Rock (Normal/Default)	100%	100%
Come Get Some (Hard)	75%	150%
Damn, I'm Good* (Insane)	50%	200%

*Unlocked after clearing every chapter on any other difficulty.

CATEGORY VERMIN

RATS

Okay, so these aren't aliens and they're not even close to enemies—they're more like pests. However, some of the action in *Duke Nukem Forever* takes place with our hero shrunk to the size of his own action figures. When a rat is suddenly the size of a bear, it becomes more than just a pest.

RAT SALAD

Rats also occasionally serve a purpose besides threatening a pint-sized Duke. At normal size, Duke can squash rats by walking over them while looking down at the ground, or pick them up. After picking up a rat, it can be thrown or squashed—throwing a rat can actually be useful, say, if you want to set off a Trip Mine from afar. Rats can also be placed in microwaves and nuked, earning an Ego boost. (Note, however, that rats cannot be microwaved in PS3 versions of *Duke Nukem Forever* sold in Europe.)

WHINY TALENT

Nobody likes a whiner, especially a pampered one who gets to keep his job saying things that would get anyone else fired. The first order of business for Duke's fists in *Duke Nukem Forever* is taking out the late-night trash. Deck the arrogant actor to unlock the appropriately-titled "Nobody Likes a Whiner" Achievement/Trophy.

CATEGORY

ALIEN TROOPERS

ASSAULT TROOPER

Assault Troopers make a return appearance from Duke Nukem 3D, where they were usually called "Liz Troopers" because of their reptilian appearance.

HEALTH	DESTRUCTIBLE ARMOR
55	Yes

MELEE CAPABLE	MELEE DAMAGE
Yes	20

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes	No	Yes

WEAPON	WEAPON DAMAGE	WEAPON DROP
AT Laser	3	AT Laser

Assault Troopers are the entry-level grunts in the Cycloid military force. As standard issue, they are outfitted with Jetpacks and armed with AT Lasers. From afar they will fire three-round bursts from their lasers, but when fighting up close they will go for a lunging melee attack. Their Jetpacks allow them to hover and fly, which means these creatures can attack from any angle. These entry-level foes are easily identified by their green chestplates. Assault Troopers are seen frequently throughout the game, usually in groups, and drop AT Lasers when they die.

Thanks to their Jetpacks, Assault Troopers can attack from the air as well as the ground.

ASSAULT TROOPER CAPTAIN

Assault Trooper Captains also return, bringing their red armor with them.

HEALTH	DESTRUCTIBLE ARMOR
75	Yes

MELEE CAPABLE	MELEE DAMAGE
Yes	35

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes	No	Yes

WEAPON	WEAPON DAMAGE	WEAPON DROP
AT Captain Laser	3	AT Captain Laser

Assault Trooper Captains exceed their brethren in both rank and power. Bearing red chestplates, they can dish out and take more damage than their subordinate counterparts. They are issued AT Captain Lasers rather than the standard issue three-round burst model, making for more appealing spoils than an AT Laser.

Both the phase-out disappearing phase of a teleport and the phase-in are signaled by an extremely bright flash of light, so stay on the alert.

The biggest difference between Captains and their lesser comrades, however, is the Captains' power of teleportation. Whenever an Assault Trooper Captain is in danger, the beast will teleport, then reappear several seconds later out of harm's way. Because of the teleport, firefights with AT Captains can be drawn out if you fail to utilize sustained damage before they can teleport away. Try to get a one-shot blast from the shotgun, or hit them from afar with the Railgun. If you only have a weapon that deals damage in smaller chunks, be prepared for a longer fight.

ASSAULT COMMANDER

Still serving as leaders in the Cycloid ground force, Assault Commanders return from Duke Nukem 3D.

HEALTH	DESTRUCTIBLE ARMOR
1000	Yes

MELEE CAPABLE	MELEE DAMAGE
Yes: Spinning Blade Charge	8 (and causes knockdown)

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes (in air only)	No	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
Rockets, Spinning Blades	40	N/A

Assault Commanders are the highest-ranking members of the Cycloid military's forward assault force. These bulging, slug-like beings travel by hovering in mid-air. They can fire rockets from their rear end and charge forward with a spinning blade attack. The Assault Commanders are responsible for converting Earth Defense Force soldiers and local police forces into Pigcops.

Assault Commanders are susceptible to the Shrink Ray. Shrinking and then crushing them is definitely the fastest way to dispose of these serious threats. Otherwise, you'll be forced to whittle away at their sizable pools of health. Strafe from side to side to avoid their rockets, but be prepared to strafe in a wider arc if they charge with the spinning blade attack. Return fire with the strongest weapon in Duke's arsenal (up close, a Shotgun or Enforcer Gun; from afar, a Railgun or RPG). Hovering Assault Commanders also make easy targets for Pipe Bombs or Trip Mines pointed straight into the air.

After shrinking an Assault Commander, you can squash it with a lone melee hit or a single shot from any weapon.

PIGCOP

Pigcops return from Duke Nukem 3D, but this time with a little more variety in their weapon selection.

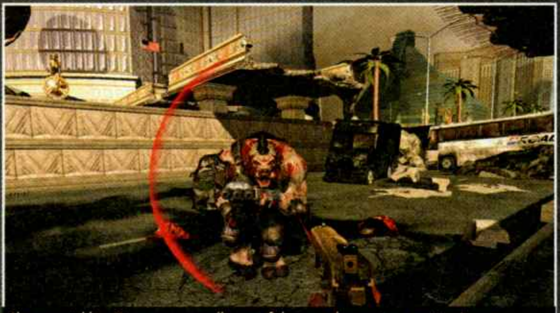
HEALTH	DESTRUCTIBLE ARMOR
100	Yes

MELEE CAPABLE	MELEE DAMAGE
Yes	30

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes (only when armed)	Yes (only when berserk)	Yes

WEAPON	WEAPON DAMAGE	WEAPON DROP
Dual Pistols	4	Pistol (Pipe Bomb on occasion)
Ripper	4	Ripper (Pipe Bomb on occasion)
Shotgun	7–80 (10 pellets at 7–8 per pellet, distance pending)	Shotgun (Pipe Bomb on occasion)

These former members of the EDF and local police forces were deformed and enslaved by the technology of Assault Commanders. Nothing can be done for these former allies, sadly—they are now mortal enemies.



Shotgun-wielding Pigcops are actually one of the most threatening enemies. In most versions of Duke Nukem 3D, Pigcops only used shotguns!

Some Pigcops retain enough of their faculties to use firearms. You'll encounter Pigcops with dual-wielding pistols, while others will tote a shotgun or Ripper. They'll also throw Pipe Bombs on occasion. Armed Pigcops will drop their weapons when they die, in addition to the random Pipe Bomb.

Berserk Pigcops will rush straight for Duke, jumping incredible distances with fists flailing.

As they near death, some Pigcops will snort a cloud of blood, drop their weapons, and go berserk.

Some Pigcops are totally berserk and will charge relentlessly. Hell-bent on inflicting pain on Duke, they'll leap from long range. Up close, they'll brutally strike with flailing punches or initiate a grapple sequence. The grapple sequence requires a successful strength tap to avoid a sudden death; on the bright side, mash successfully and the enemy will die.

DUKE NUKEM, PIG HERDER

Strafe laterally around berserk Pigcops to avoid their long-range pounces and close-range swipes. When fighting groups of berserk Pigcops in open spaces, run forward and shoot your way out from the middle of the fray, rather than backing away and firing at advancing foes. By running forward, you can sprint when the opportunity presents itself. Then from further away, you can turn and have several enemies in your sights.

PIGCOP CAPTAIN

A stronger version of the Pigcop variety.

HEALTH	DESTRUCTIBLE ARMOR
150	Yes

MELEE CAPABLE	MELEE DAMAGE
Yes	30

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes	No	Yes

WEAPON	WEAPON DAMAGE	WEAPON DROP
RPG, Pipe Bomb	30	RPG (Pipe Bomb on occasion)

Pigcop Captains almost never fight alone.

A few heftier Pigcops are armed with rocket-propelled grenade launchers. These rockets aren't as fast as other types of projectiles, though, so strafing is effective when avoiding incoming fire. Just try to avoid the splash damage from a rocket striking a surface near Duke.

Pigcop Captains will always be accompanied by other types of enemies, making encounters with them more complex. Try to dispose of the Pigcop Captains first to avoid the threat of eating a random rocket while battling some other creature. What's more, removing explosive projectiles from the equation takes on added importance when Octabrains are present. Octabrains will use their psychic powers to telekinetically catch rockets and Pipe Bombs before hurling them at Duke.

ENFORCER

Enforcers have received considerable upgrades since Duke Nukem 3D. They now have stronger armor and a powerful new weapon.

HEALTH	DESTRUCTIBLE ARMOR
300	Sometimes (riot shield)

MELEE CAPABLE	MELEE DAMAGE
Yes	45

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes	No	Yes

WEAPON	WEAPON DAMAGE	WEAPON DROP
Enforcer Gun	5 per rocket	Enforcer Gun

Enforcers basically represent the armored division of the alien infantry. These heavily-plated bruisers can take much more punishment than a standard Assault Trooper or Pigcop. Their Enforcer Guns are also one of the best weapons in the game.

Between the speed of a sprinting Enforcer and the strength of its melee attack, it's important to take extreme care when going toe-to-toe with them. The quickest way to deal with them is to use the Shrink Ray to reduce them down to a harmless size, then stomp away. Otherwise, toss some Pipe Bombs and rely on your most powerful weapon. Some Enforcers come equipped with a riot shield. To fight these armored foes, you must first destroy their shields. Afterward, they simply behave like a normal Enforcer.

The Enforcer Gun fires three homing rockets per burst. If possible, strafe in a constant circle around the Enforcer while facing him. This will make most missiles miss.

OCTABRAIN

These brainiacs are back!

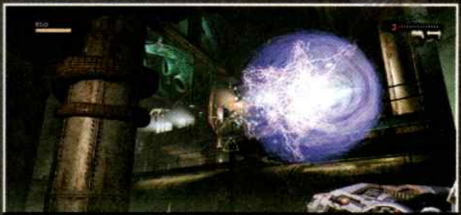
HEALTH	DESTRUCTIBLE ARMOR
175	No

MELEE CAPABLE	MELEE DAMAGE
Yes	30

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes (in air only)	No	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
Brain Blasts	30	N/A
Weapon	Weapon Damage	Weapon Drop
Telekinesis	Dependent on object weight and velocity	N/A

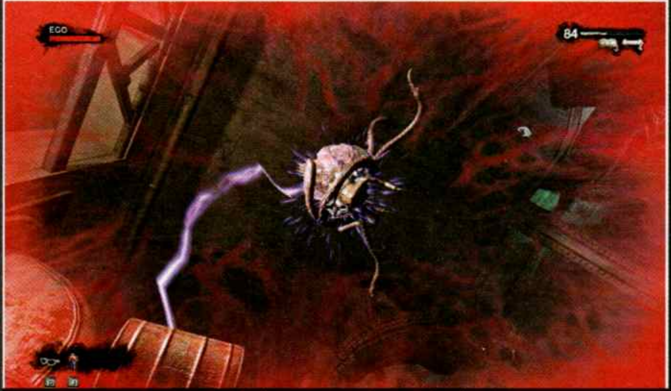
Octabrains are alien beings that possess tremendous psychic power. They can manipulate and hurl objects without physically touching them and can project blasts of sheer psychic energy.



Shooting an Octabrain while it charges for a brain blast will briefly interrupt its action. These foes will launch their brain blasts in front of Duke. Strafe in one direction while they charge to mislead them, then reverse course once the projectile is released.

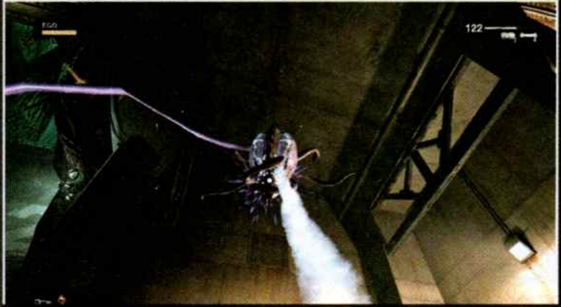
Intelligent and mobile, Octabrains will actively dodge incoming projectiles, especially slow-moving ones. They can catch incoming rockets or Pipe Bombs and use them as projectiles of their own! This means that RPG rounds are largely ineffective against Octabrains, although Pipe Bombs can still be useful since you can manually detonate them when an Octabrain first grabs it.

Don't get careless and fire an RPG rocket at an Octabrain or you'll regret it!



You cannot interrupt an Octabrain's attack when it attempts to throw an object from the environment.

It's possible to attach a Trip Mine onto an Octabrain. The extra weight on the Octabrain's body will cause its psychic flight to destabilize out of control, forcing the foe to spin wildly. Naturally, this triggers the Trip Mine, killing the Octabrain and dealing heavy splash damage to anything else nearby. Incidentally, sticking a Trip Mine directly onto a living enemy snags the "Sticky Bomb Like You" Achievement/Trophy!



Use the Freeze Ray to freeze an Octabrain solid and the ensuing freefall to the ground will shatter the icy foe!

OCTABABY

This nasty, snapping stage of Octabrain development wasn't present during Duke Nukem 3D.

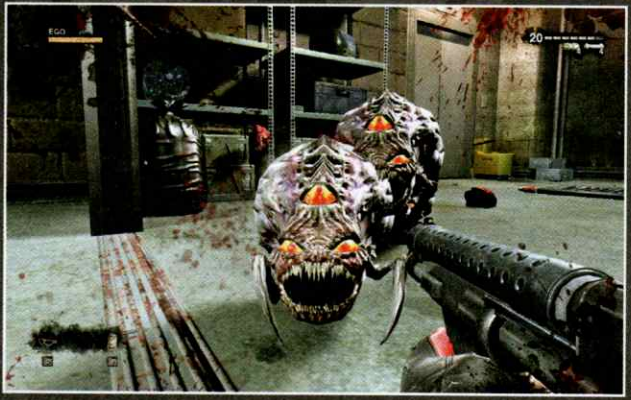
HEALTH	DESTRUCTIBLE ARMOR
4	No

MELEE CAPABLE	MELEE DAMAGE
Yes	10

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
No	No	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
N/A	N/A	N/A

Octababies are essentially young Octabrains once they've emerged from its human female host. They are vile, leaping annoyances to a full-grown Duke, but a very real threat to a shrunken Duke. A regular-sized Duke can run over an Octababy and stomp it to death, which is extremely convenient.



HIPPY STOMPER

One Achievement/Trophy is unlocked for stomping on 12 small creatures. Stomping is accomplished by running over small foes while looking down at them. Small foes include Octababies, shrunken Pigcops and aliens, and rats. Pregnators are just large enough to avoid the wrath of Duke's mighty foot.

Although it's a straightforward task to stomp a shrunken Pigcop or alien, but it's not quite so simple a task with Octababies because of their leaping ability. Run forward at one that isn't on the ground and you won't be successful. Hang back slightly and bait an Octababy into leaping forward, then run forward to meet the foe with a stomp as it lands.

PREGNATOR

Pregnators hatch from egg pods.

HEALTH	DESTRUCTIBLE ARMOR
35	No

MELEE CAPABLE	MELEE DAMAGE
Yes	15

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
Yes	Yes	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
Goo Bombs	25	N/A

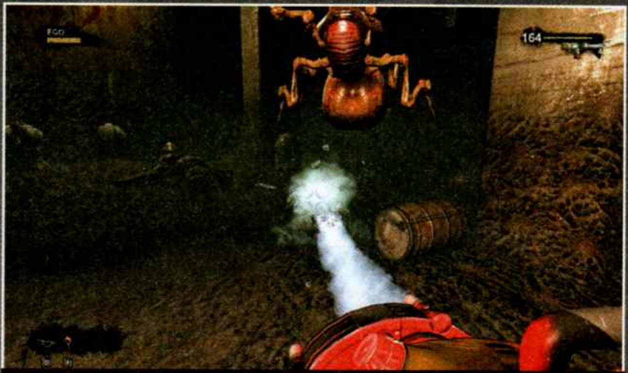
Pregnators are skittering, mobile pests with multiple attack methods. They move quickly around a room when far away, clambering over walls at any angle and leaping great distances to gain positional advantages. They even emit a white goo from afar, which can obscure Duke's vision for a few seconds. When fighting up close, Pregnators will use pounce and melee attacks. The pounce attack initiates a strength tap challenge.

UNPLANNED PARENTHOOD

A peek at Pregnators reveals the alien lifecycle. These bizarre foes actually hatch from egg pods laid by the Alien Queen. Pregnators seek out and latch onto human females, seeking to parasitize them, creating Podgirls. Podgirls go on to gestate Octababies, which then become Octabrains. It's a crazy cycle!

I NEED A TOWEL

Pregnators attack from far away by spraying white goo bombs at their targets. This sticky stuff not only deals damage on contact, but also obscures Duke's vision for a bit! Withstand 10 Pregnator bombs to the face to unlock a Trophy or Achievement.



A leaping Pregnator will initiate a strength tap challenge if it lands on Duke.

GASPOD

Like the Bugballs and their sockets, Gaspods are features of the encroaching alien environment that don't attack Duke directly. Unlike Bugballs, however, Gaspods can still inflict damage.

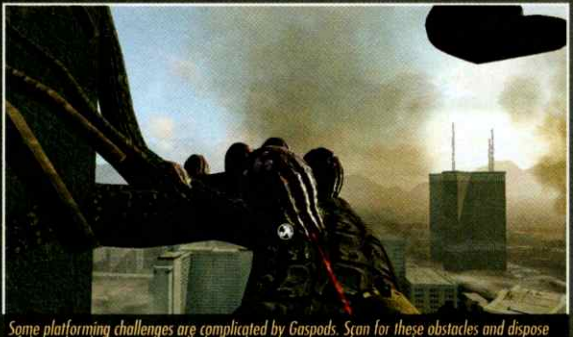
HEALTH	DESTRUCTIBLE ARMOR
1	No

MELEE CAPABLE	MELEE DAMAGE
Yes: Explosion	35

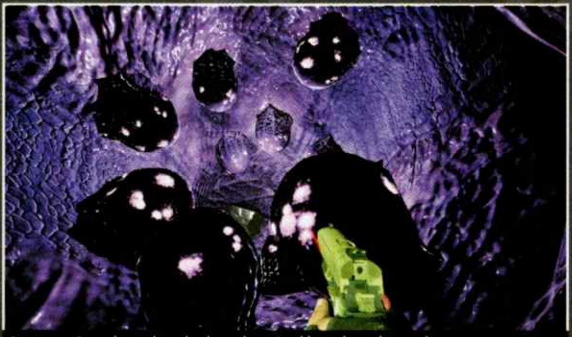
USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
No	No	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
N/A	N/A	N/A

Gaspods are inert at a distance, but will explode into a toxic, explosive cloud when something gets too close. Try to eliminate them from a distance with single shot or a tossed object.



Some platforming challenges are complicated by Gaspods. Scan for these obstacles and dispose of them ahead of time, especially before hopping onto any bounce pads.



Sometimes Gaspods simply make the path impassable until you destroy them.

ALIEN FIGHTER

Alien spacecraft have been present in the series before, but never in such a prominent combat role against Duke.

HEALTH	DESTRUCTIBLE ARMOR
150	No

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
No	No	No

WEAPON	WEAPON DAMAGE
Fighter Lasers	17
Bombing Laser	50

Alien fighters are the fastest, most agile enemy spacecraft of the entire fleet. Their primary purpose is air-to-air combat in combination with quick, strafing runs at ground targets. In particular, their bombing laser is deadly against stationary targets. When a fighter is incoming with a bombing laser active, the only way to avoid heavy damage or death is to destroy the fighter before it passes overhead.

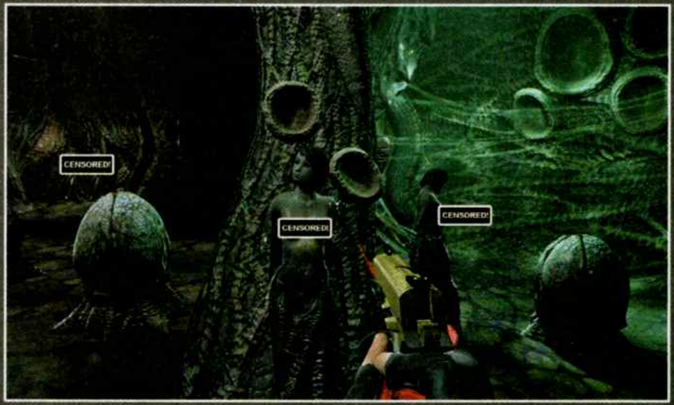
BARON VON NUKEM

Shoot down 20 alien fighters and you'll unlock a **Trophy** or **Achievement.** You'll have opportunities to gun away at alien fighters during the chapters "Mothership Battle" and "Crash Course."

PODGIRL

The aliens are still up to no good. There's nothing Duke can do for these beauties.

Babes captured by the aliens are taken to an unknown location to be impregnated by a Pregnator, turning the poor lasses into Podgirls. Like Pigcops, there's nothing you can do for these babes infected with alien parasites. As Duke laments, why do they always take the hot ones? If you feel compelled, though, you can put them out of their misery. If you leave the poor Podgirls to their suffering, they'll eventually die when fresh Pregnators explode from their bodies. You can opt to euthanize Podgirls, or face Octababies later on.



ALIEN TENTACLE CLAW

Tentacles are an occasional environmental hazard. They can be subdued briefly but never destroyed.

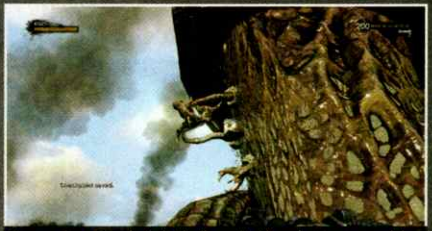
HEALTH	DESTRUCTIBLE ARMOR
N/A	N/A

MELEE CAPABLE	MELEE DAMAGE
Yes	20

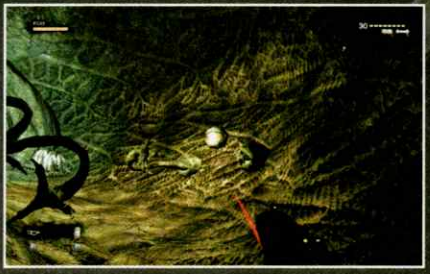
USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
N/A	N/A	N/A

WEAPON	WEAPON DAMAGE	WEAPON DROP
N/A	N/A	N/A

Tentacles are an environmental threat present in areas where the bio-organic excretions of the aliens have developed their own extraterrestrial ecosystems. The aliens have planted the tentacles to serve as a sort of organic security system. Tentacles cannot be permanently destroyed; they can only be knocked dormant for a few seconds. While the tentacles are in this dormant state, Duke can pass nearby without any trouble. If Duke gets caught in the tentacles, however, they will deal heavy damage. Just shoot them into submission and proceed forward. Don't accidentally back up or strafe into the tentacles unexpectedly, as doing so will likely result in death!



You can shoot Tentacles individually, or disable a glowing eye to subdue several Tentacles at once.



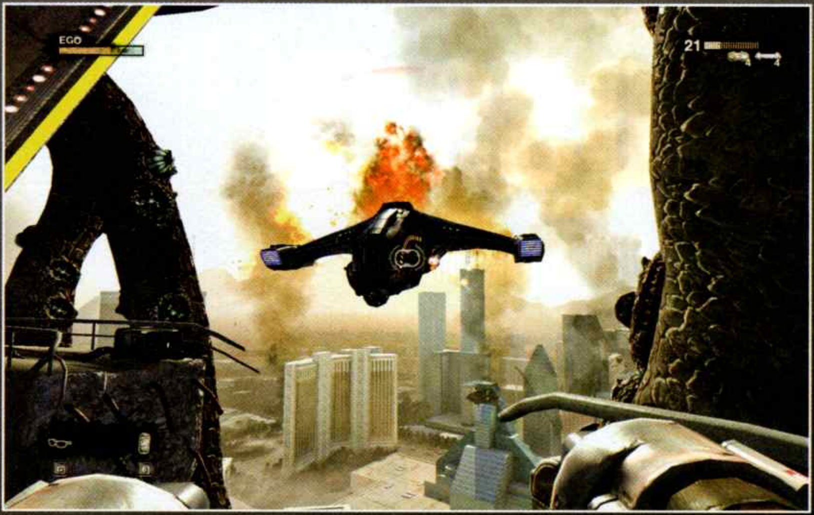
ALIEN GUNSHIP

The alien fighter is built for strafing runs. The gunship, on the other hand, is built for heavy stand-offs.

HEALTH	DESTRUCTIBLE ARMOR
1000~1400	No

USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
No	No	No

WEAPON	WEAPON DAMAGE
Machine Gun Turrets	2 per bullet
Rocket Turrets	40 per rocket



The alien gunship is a heavier platform than the alien fighter. It can easily blanket helpless enemy infantry in munitions. Unfortunately for the alien pilots, that helpless enemy infantry is actually Duke Nukem! Alien gunships, like other vehicles and bosses, are susceptible only to explosive weapons and turrets.

BIG GUNS BIG SHIPS

Downing five enemy gunships or dropships unlocks yet another **Trophy** or **Achievement.** This should occur naturally over the course of the game. The aliens have no shortage of flying vehicles to send after Duke.

ALIEN DROPSHIP

Dropships are used as the primary troop transport of the enemy.

HEALTH	DESTRUCTIBLE ARMOR
1200	No

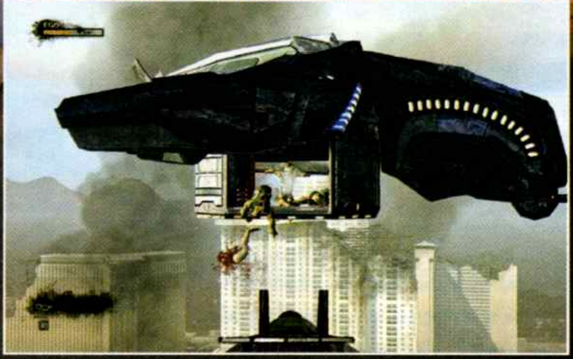
USES COVER & TACTICS	GRAPPLE ATTACK CAPABLE	VULNERABLE TO EXECUTION
No	No	No

WEAPON	WEAPON DAMAGE	WEAPON DROP
N/A	N/A	N/A

Alien dropships usually bear no armaments, although they will occasionally carry a few bombs for landing zone clearance. These ships are primarily used to offload alien reinforcements. Like other craft, alien dropships can be destroyed by explosive weapons, and the "Big Guns Big Ships" Achievement/Trophy is unlocked by destroying five gunships or dropships. Destroying a dropship will result in the death of any reinforcements left onboard.

NOT IF I SEE YOU FIRST!

You don't have to wait for reinforcements to disembark from a dropship to lay the smack down. Fire at the aliens as soon as they appear and it's possible to clear out the ship without anyone getting off alive!

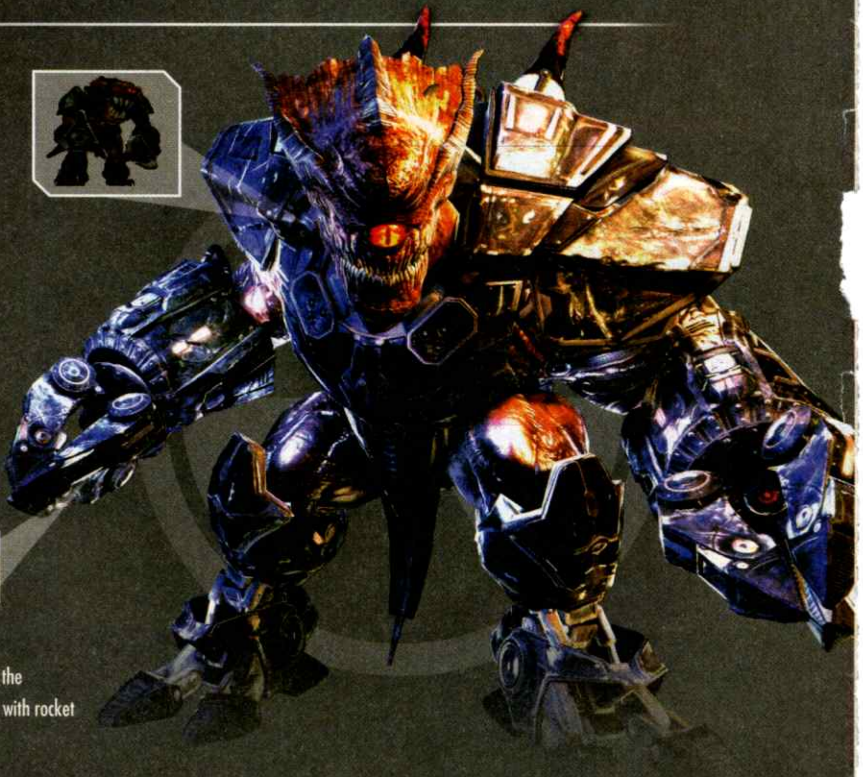


CATEGORY

BOSSES

THE CYCLOID (12 YEARS PRIOR)

If this seems familiar, it should. This is actually a flashback to the events surrounding the end of Duke Nukem 3D, now 12 years in the past during Duke Nukem Forever.



HEALTH STAGE 1	HEALTH STAGE 2	DESTRUCTIBLE ARMOR
1900	1100	Yes

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
1	6 seconds	6 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
350	70	Yes

WEAPON	WEAPON DAMAGE
Rockets	12 per rocket
Stomp	50

WEAPON	WEAPON DAMAGE
Charge	30 (and causes knockdown)
Shockwave	30 (causes knockdown)

The climactic battle of *Duke Nukem 3D* witnessed Duke face off against the then-Emperor on the massive stadium for the Los Angeles Detonators. Duke and the Cycloid now go mano-a-mano with rocket launcher action, Duke's Devastator against the Cycloid's dual double rocket launcher hands.

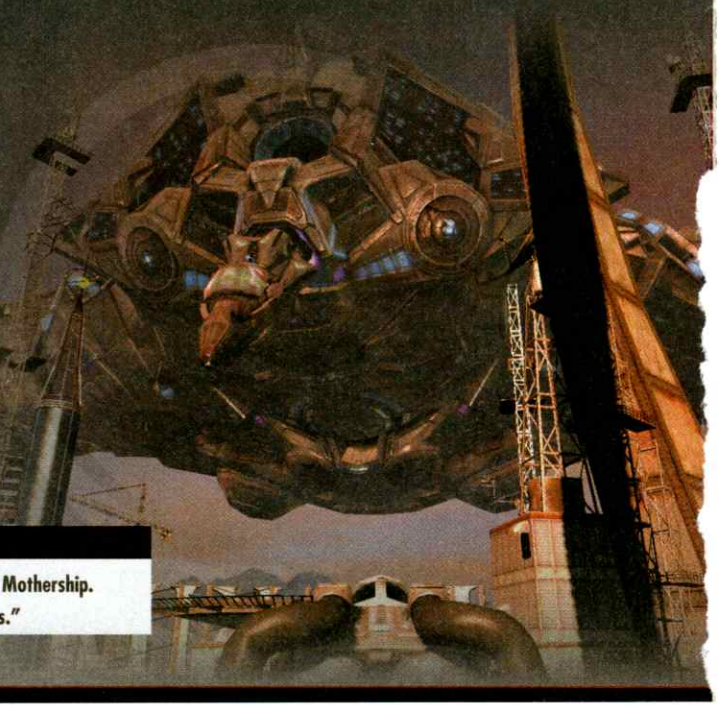
Stage 1: At first, the Cycloid will just fire rockets from afar, or stomp if Duke gets too close. EDF Wasp gunships will drop off crates containing Devastators, which will keep you stocked up on ammo.

SUNDAY, BLACK SUNDAY

Early in the fight, send a few Devastator rockets skyward at the circling blimp to snare the "Sunday, Black Sunday" Achievement/Trophy.

ALIEN MOTHERSHIP

The Mothership floats above Las Vegas, the size of a city itself.



The Mothership is an interstellar craft of tremendous size that hovers over Las Vegas. It serves as the initial base of operations for the aliens. At first, it seems as though aliens only come forth from the mothership to grab a bite at Duke Burger and then invade the Lady Killer Casino. Are the aliens trying to goad Duke into retaliating, making him look like the aggressor? Is the Pope Catholic?

After Duke initiates the fight by opening fire on the Mothership with the Super Turret, it will retaliate by dissecting Las Vegas with powerful laser armatures. The weak point is the armature nearest Duke and his Super Turret. Plug away at this structure, but watch out for alien fighters and dropships. Shoot fighters out of the sky before they can strafe Duke's turret with their bombing laser and kill the Assault Troopers ferried in by dropships.

ANTI-AIR ACHIEVEMENTS

You can build progress toward two Trophies/Achievements during the battle with the Mothership. Shoot down 20 alien fighters for "Baron von Nukem" and five dropships for "Big Guns Big Ships."

BATTLELORD (LAS VEGAS)

Then as now, the Battlelord is one of the baddest aliens in the field.

HEALTH			DESTRUCTIBLE ARMOR
STAGE 1 400	STAGE 2 600	STAGE 3 800	Yes

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
1	10 seconds	6 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
400	70	Yes

WEAPON	WEAPON DAMAGE
Stomp	30
Mini-Gun	2 per bullet
Homing Mortar	20
Car Kick	30

The Battlelord walks loudly and carries a huge stick. He also totes a mini-gun of tremendous size—this weapon is almost as big as a bus! Although this giant may look like a clumsy, lumbering beast, don't let its exterior fool you. The Battlelord is actually one of the fastest creatures in the game when he's sprinting! He's also the most cavalier enemy when it comes to the environment around him—he doesn't care a wit about cars and other large debris in his path and will kick nearby objects toward Duke.

Stage 1: The Battlelord looks to use its huge mini-gun most of the time. If Duke isn't near cover, you can bet the Battlelord will let it rip. While individual bullets won't cause too much damage to Duke's Ego, those little hits can add up fast! The Battlelord will move around the stage and kick cars at Duke during this first stage.

Stage 2: After taking 400 points of damage, the Battlelord will start using its homing mortar attack. The attack consists of a blue mortar that can track Duke—even around obstacles!

Stage 3: Once he's taken 1000 points of damage, the Battlelord will start using homing mortar attacks more frequently. Deplete his last 800 health points and the Battelord will collapse to its knees, allowing you to initiate a strength tap challenge for the humiliating kill (and an Achievement or Trophy).

BATTLELORD (HOOVER DAM)

Think of this Hoover Dam Battlelord as the Las Vegas Battlelord's bigger brother.

HEALTH			DESTRUCTIBLE ARMOR
1300	STAGE 2 500	STAGE 3 1000	Yes

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
2	10 seconds	4 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
600	70	Yes

WEAPON	WEAPON DAMAGE
Stomp	30
Mini-Gun	2 per bullet
Homing Mortar	35
Car Kick	30

The Hoover Dam part of the alien's two-pronged "conquer Hoover Dam/kidnap hot chicks" invasion plan is guarded most directly by this Battlelord. He's the reason the EDF cannot make headway in the assault on the dam, as his anti-aircraft capabilities prevent EDF gunships from drawing too close.

Compared to the battle with another Battlelord in Las Vegas, the character of this battle is different. Not only is this Battlelord physically tougher, but the environment is skewed more in its favor. Rather than having a huge obstacle in the center, this area is comparatively wide-open, giving the Battlelord tremendous sight-lines along the entire length of the dam. You'll need to use improvised cover from automobiles.

Stage 1: After climbing atop the dam, the Battlelord will hunker down at the end of the span next to the ruined school bus. From this point, he can cover the length of the road with his mini-gun and stomp on any pests that come too close. Two Assault Trooper Captains will provide assistance, too.

Stage 2: Once the Battlelord has about one-third of its first health bar left, he'll adopt more aggressive tactics. He'll walk forward across the bridge, kicking cars out of his way while firing his mini-gun and the occasional mortar. Remember that the Battlelord has deceptive speed—don't assume that because he's far away that he'll stay there. Once he loses about 500 more health, the Battlelord will collapse, allowing you to start the strength tap challenge that leads to the next stage.

Stage 3: After a completed strength tap challenge, the freshly-cyclopean Battlelord will attack with renewed vigor and strength. This massive beast starts moving more aggressively and firing homing mortars more often. Knock the creature down again for a chance to earn an **Achievement** or **Trophy**.

ALIEN QUEEN

Duke Nukem 3D originally had three episodes, with the Cycloid Emperor as the final boss of episode three. Eventually, both the Plutonium Pack expansion and the Atomic Edition of the game added a fourth episode, "The Birth." The Alien Queen became the new final boss of Duke Nukem 3D!

HEALTH			DESTRUCTIBLE ARMOR
STAGE 1	STAGE 2	STAGE 3	
1	1700	1000	No

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
1	8 seconds	5 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
800	70	No

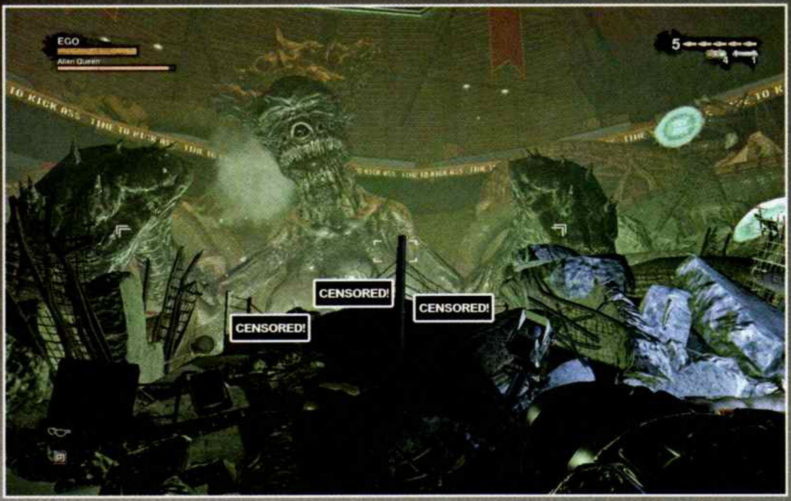
WEAPON	WEAPON DAMAGE
Stomp Punch	50
Regular Punch	50
TK Blast	30 (and causes knockdown)

In expansion packs of *Duke Nukem 3D,* the Alien Queen is the real boss of the game rather than the Cycloid Emperor. That's not true in *Duke Nukem Forever,* but the Queen is nonetheless a crucial alien leader. She is responsible for producing egg pods, the vile sacs from which Pregnators emerge. The Queen has taken up residence inside the Duke Dome, which is where the aliens have focused their babe-stealing operation.

Stage 1: The Queen won't do anything but shield her vulnerable face and chest with rocky, invertebrate-like appendages. To break her from this defensive reverie, you need to employ a Pipe Bomb around her defenses by tossing one off a bounce pad.

Stage 2: During this stage, she'll either launch huge Octabrain-like TK blasts, attempt to crush Duke with her limbs, or summon Pregnators to join in the fray. The TK blasts can only be avoided by hiding behind cover. She will attack with a stomp punch if Duke ventures nearby. Continue to use Pipe Bombs to bust open her defenses whenever she clams up, and shoot her with as many RPG rounds as possible before she closes up again.

Stage 3: When the Queen has taken more than 1700 damage, she becomes more aggressive and finally sheds her defensive approach out of desperation. Without a proper defense, the Alien Queen makes for an easy target. Beware firing RPG rockets carelessly, though, as she'll start summoning Octabrains rather than Pregnators. Defeat the Pregnators as soon as possible. If they're close enough, toss a Trip Mine onto each Octabrain. When the Queen's health is totally drained, she'll collapse briefly, allowing time to start a strength tap challenge. Win the challenge for the kill, and the accompanying Trophy or Achievement.



FOR FUN & PROFIT

Certain Achievements or Trophies can be farmed effectively during the battle with the Alien Queen. For starters, during early stages of the battle the Queen will continually summon Pregnators. Let the Pregnators fling their goo onto Duke's face for the "I Need A Towel" Achievement/Trophy. If you still need "Trapper," for killing 10 aliens with Trip Mines, this is a good place to get it. The Queen will summon enemies infinitely, and an Ammo Pile in the center of the area provides unlimited explosives. And don't forget to toss a Trip Mines onto a Pregnator or Octabrain for the "Sticky Bomb Like You" Achievement/Trophy. Finally, the "Full Body Tourettes" (or FBT) Achievement/Trophy is obtainable by getting knocked down 10 times.

OCTAKING (1ST ENCOUNTER)

The Octaking has not been seen before Duke Nukem Forever.

HEALTH	STAGE 1 1775
DESTRUCTIBLE ARMOR	No

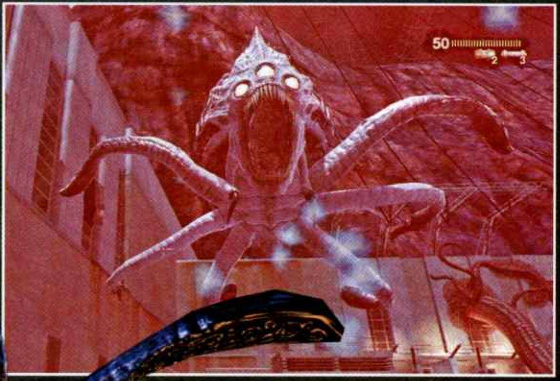
STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
0	N/A	N/A

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
N/A	N/A	No

The Octaking is basically an enormous Octabrain. While this foe won't catch and return explosives like a typical Octabrain, it does everything like its brethren although on a much grander scale.

The Octaking emerges from the water with a roar, then begins tossing around much larger objects than your standard flying octopus. Take it head-on or run to the turret previously in use by the Pigcops and turn it against the Octaking. This spineless foe will flee before it dies, though.

WEAPON	WEAPON DAMAGE
Brain Blast	50
Telekinesis	70



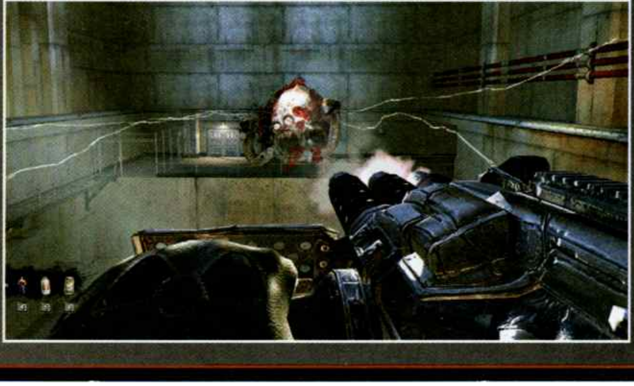
OCTAKING (2ND ENCOUNTER)

The Octaking refuses to go down easily.

HEALTH	STAGE 1 2650 STAGE 2 1000
DESTRUCTIBLE ARMOR	No

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
0	N/A	N/A

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
N/A	N/A	No



WEAPON	WEAPON DAMAGE
Brain Blast	50
Telekinesis	70
Pull Attack	100% (Duke dies)

The Octaking has rested just enough for another go-round. This time, it attacks while Duke rides a motorized carriage across the ceiling of the Hoover Dam's generator room. Duke has far less room to maneuver here than during the previous battle.

Stage 1: The Octaking doesn't cut loose right away. Instead, it will summon several Octabrains to do the dirty work. Kill the Octabrains as soon as possible, but don't attack the Octaking. One way to kill an Octabrain is to toss a Trip Mine onto it; failing that, blast away with the Devastator. Once all the Octabrains are history, turn your attention to the Octaking. After sustaining about 650 points of damage, the boss will start attacking with psychic brain blasts and telekinetically-hurled objects.

Stage 2: After the Octaking sustains 2650 points of damage, one of its lobes will blow out. This is a terminal injury and the Octaking knows it. He will start using the last of its energy to telekinetically haul the carriage closer in hopes of making it explode next to Duke. Deal 1000 more damage to him before that happens to finish the fight and earn a Trophy or Achievement.

ENERGY LEECH

The Energy Leech roams Lake Mead and the cavernous tunnels of Hoover Dam.

HEALTH STAGE 1	HEALTH STAGE 2	HEALTH STAGE 3	DESTRUCTIBLE ARMOR
800	800	800	No

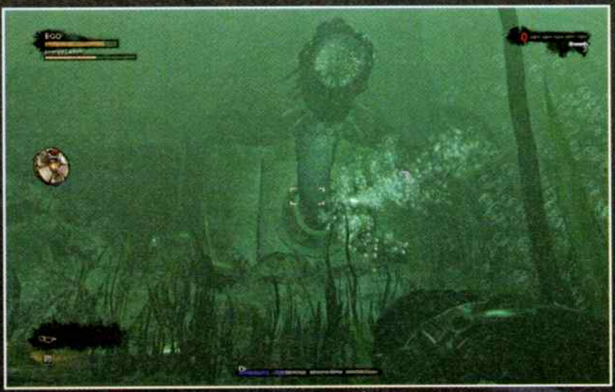
STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
1	8 seconds	10 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
300	70	No

WEAPON	WEAPON DAMAGE
Spit	50
Slam	75
Suck	40

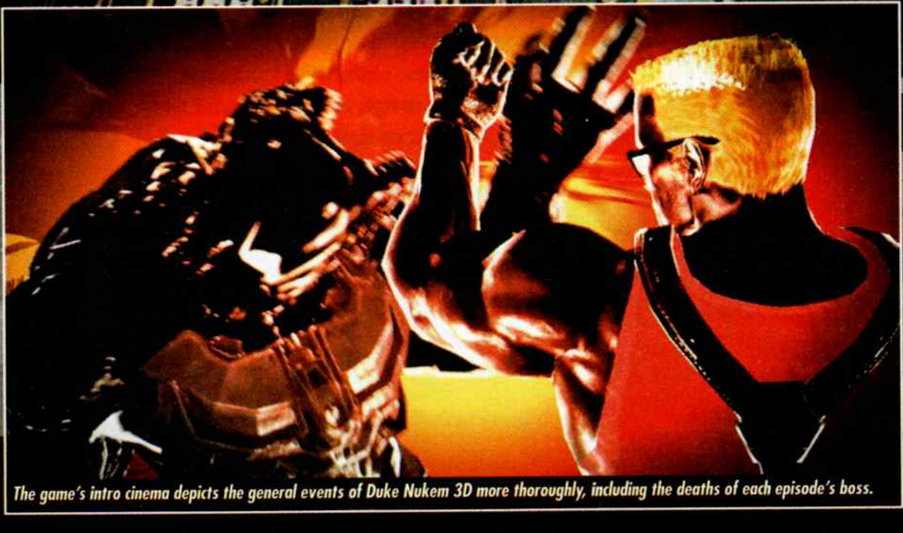
This super-sized sea slug has grown to tremendous length and girth, thanks to alien interference and the dam's high energy production. The Energy Leech guards an underwater area of opportunity late in the game.

Stage 1: The Energy Leech will attack primarily by spitting electric projectiles at Duke. Keep moving laterally underwater to avoid them. Swim a circuit between Ammo Crates to stay on the move in one direction while keeping the Energy Leech in your RPG sights. Always keep an eye on Duke's oxygen level and make a point of crossing over bubble streams when the opportunity arises. The Leech will also use its entire body as a cudgel and attempt to crush Duke. Although underwater movement is slow, continual movement in one direction will likely cause this attack to miss harmlessly.



Stage 2: After receiving 800 damage, the Energy Leech will use a suction attack. By fanning its maw and drawing in liquid, it creates a vortex in the water that Duke is impelled toward. (It's science!) You can escape the attack by feeding the Energy Leech a rocket, or by swimming against the artificial current. Continue your tour of Ammo Crates, avoiding attacks and unloading RPG rockets.

Stage 3: After 1600 damage, the Energy Leech becomes even more aggressive. It will favor body slams and suction attacks over spitting, making it a more dangerous target. When 800 more damage is dealt, the Energy Leech reels and becomes susceptible to execution. You're one successful strength tap away from an Achievement or Trophy.



The game's intro cinema depicts the general events of Duke Nukem 3D more thoroughly, including the deaths of each episode's boss.

CYCLOID EMPEROR (PRESENT DAY)

The big, bad ruler of the Cycloid forces.

HEALTH STAGE 1	HEALTH STAGE 2	HEALTH STAGE 3	DESTRUCTIBLE ARMOR
1600	2000	3000	Yes

STR TAP CHALLENGES	STR TAP INITIATE TIME OUT	STR TAP TIME OUT
3	4.5 seconds	3 seconds

BOSS HEALTH RECOVERED FROM WASTED STR TAP OPPORTUNITY	STR TAP CHALLENGE FAILURE EGO DAMAGE	VULNERABLE TO HUMILIATION
400	40	Yes

WEAPON	WEAPON DAMAGE
Rockets	25 per rocket
Stomp	50
Charge	30 (and causes knockdown)
Shockwave	45 (and causes knockdown)
Homing Mortars	13 per mortar

Up until the end, you'll only catch glimpses of the Cycloid Emperor...out a window here, on a security camera feed there. To see the alien leader up close and in the flesh, though, is a different thing altogether. The Cycloid Emperor is similar to its predecessor in many ways, but this one exceeds its forebear in health, attacks, ferocity, and companions. RPG-toting Pigcops are airdropped in continuously throughout the battle to aid the Emperor.

Stage 1: At the onset, the Cycloid Emperor will walk around the battlefield firing dual rockets at Duke. The Emperor will stomp when Duke gets too close. Otherwise, the Emperor will use the same blue thruster charge and ground shockwave attacks as the Cycloid during "Duke Lives." To snag a weapon that can inflict damage to the Emperor, kill the Pigcop minions and loot their RPGs. After causing 1600 damage to the Cycloid Emperor, the beast will collapse and create a strength tap opportunity.

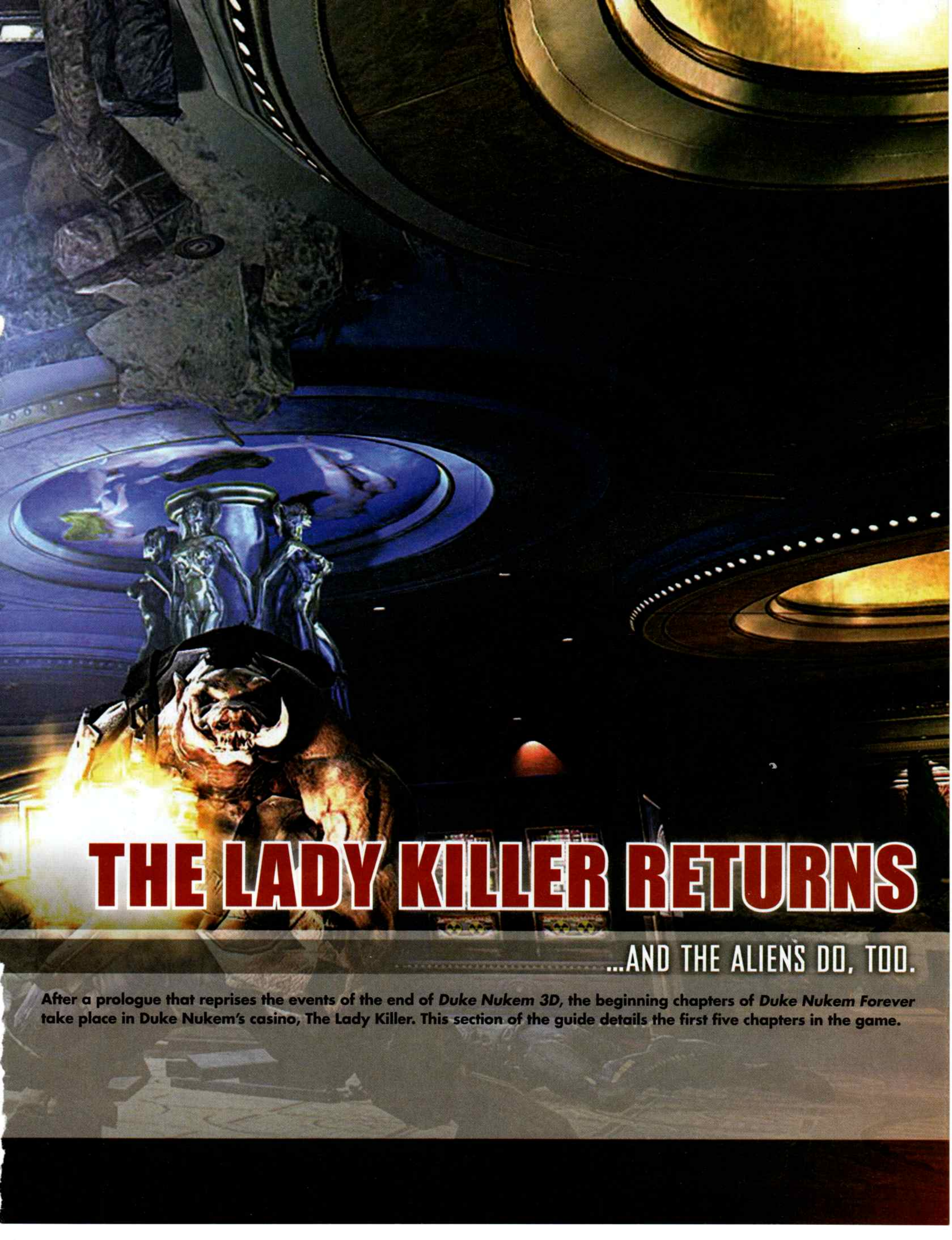
Stage 2: During the next stage, the Cycloid starts using two new attacks—a homing mortar attack and an arm-crossing laser explosion. Assault Trooper Captains and Enforcers will start to appear on the battlefield alongside the Pigcops. Deal 2000 damage with looted weaponry to trip the Emperor up again, leading to another strength tap challenge.

Stage 3: The Emperor will attack more frequently, while even greater numbers of enemies show up as reinforcements. Luckily, after 15 seconds of this phase, the EDF cavalry arrives to air-drop Devastators and Ammo Crates. Now you're free to cut loose with infinite Devastator rounds! After draining the Emperor's last life bar, you're one last strength tap challenge away from ultimate victory!

EGO
Cycloid Emperor
14

DON'T DILLY DALLY

When you're about to fully deplete the Cycloid Emperor's health bar, make sure you're ready to take advantage. The Emperor is vulnerable to strength taps for a shorter period of time compared to any other boss and the process requires much faster mashing for success! Be ready to initiate a strength tap right away when the Emperor stumbles to the ground and mash your heart out to make sure it counts!



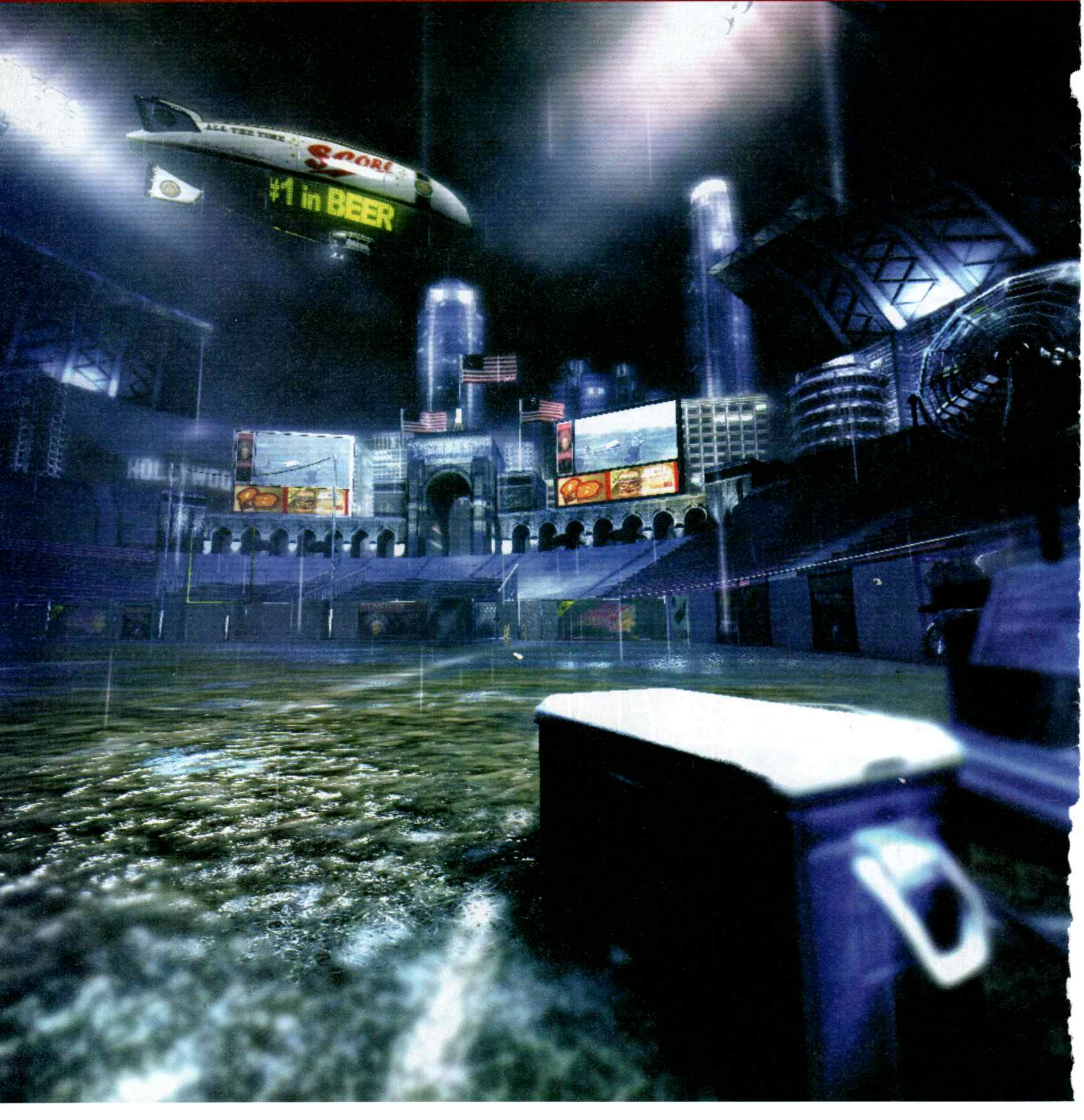
THE LADY KILLER RETURNS

...AND THE ALIENS DO, TOO.

After a prologue that reprises the events of the end of *Duke Nukem 3D,* the beginning chapters of *Duke Nukem Forever* take place in Duke Nukem's casino, The Lady Killer. This section of the guide details the first five chapters in the game.

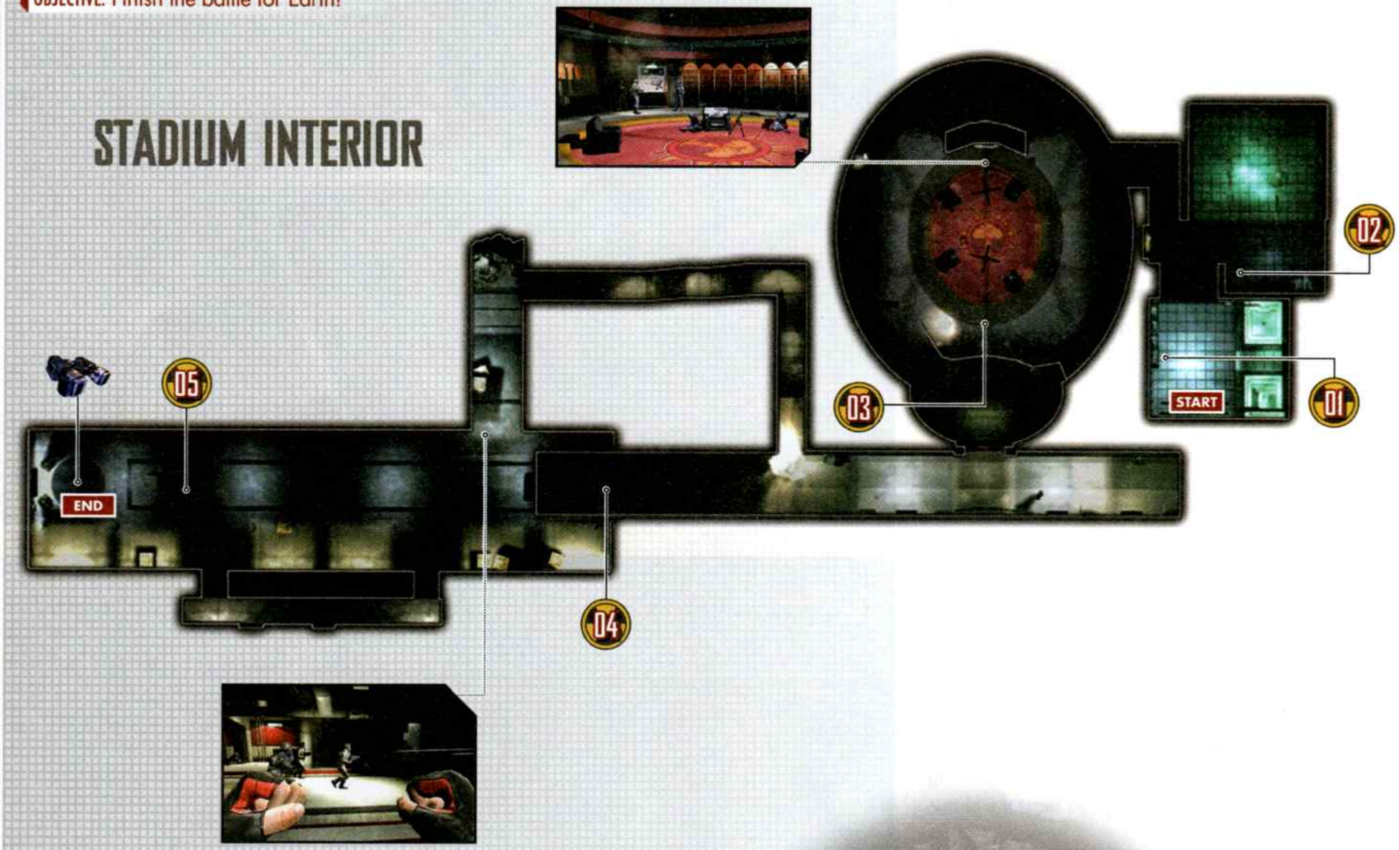
PROLOGUE:

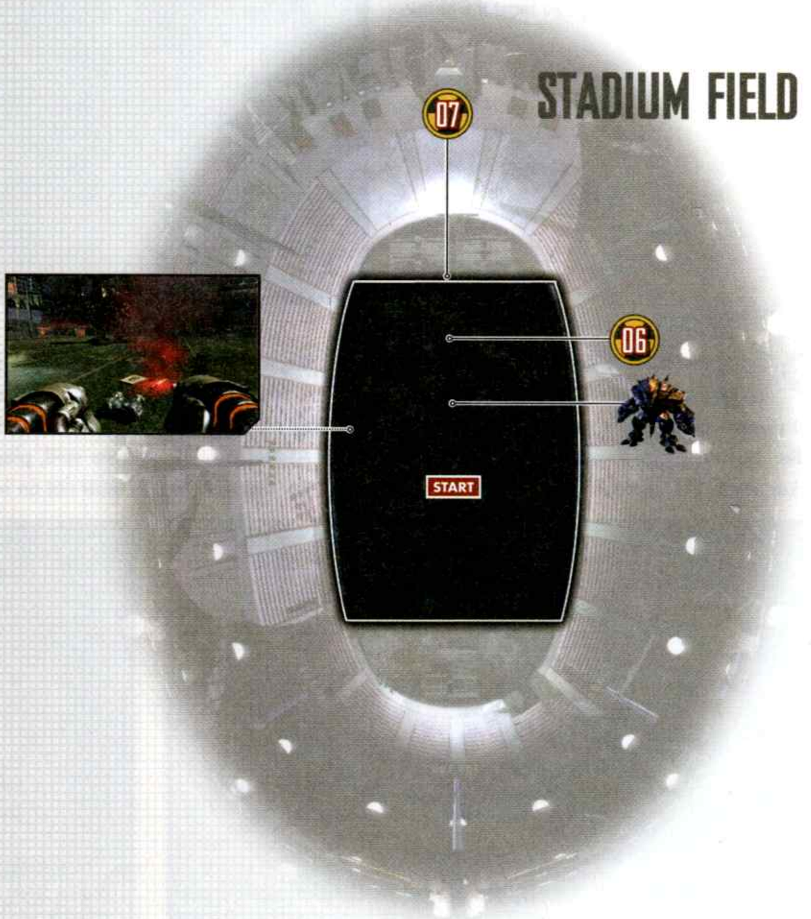
DUKE LIVES


ALL THE TIME
Score
#1 in BEER
HOLLYWOOD

EPISODE THREE: SHRAPNEL CITY FINALE (DUKE NUKEM 3D)

OBJECTIVE: Finish the battle for Earth!


STADIUM INTERIOR
START
01
02
03
04
05
END


STADIUM FIELD
07
06
START

ENEMIES

[Cycloid]

WEAPONS AND EQUIPMENT

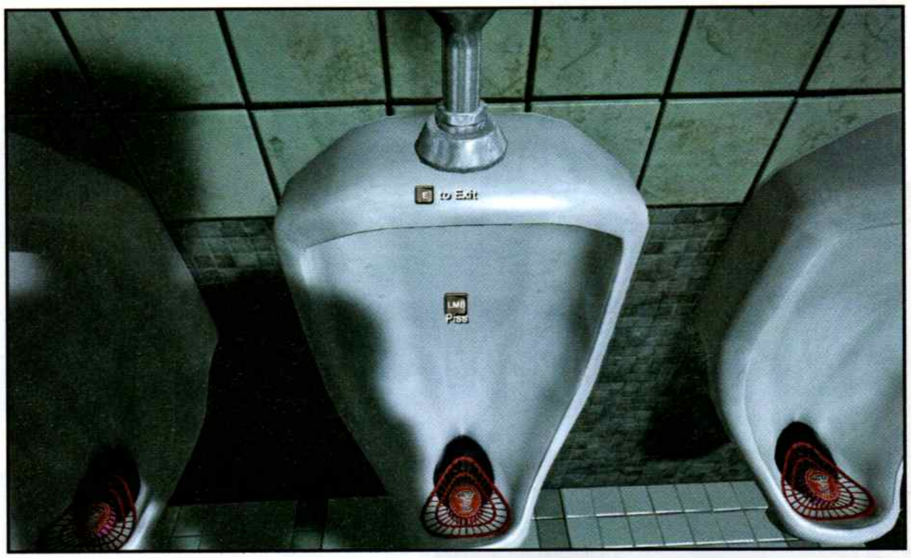
[Devastator]

TROPHIES & ACHIEVEMENTS

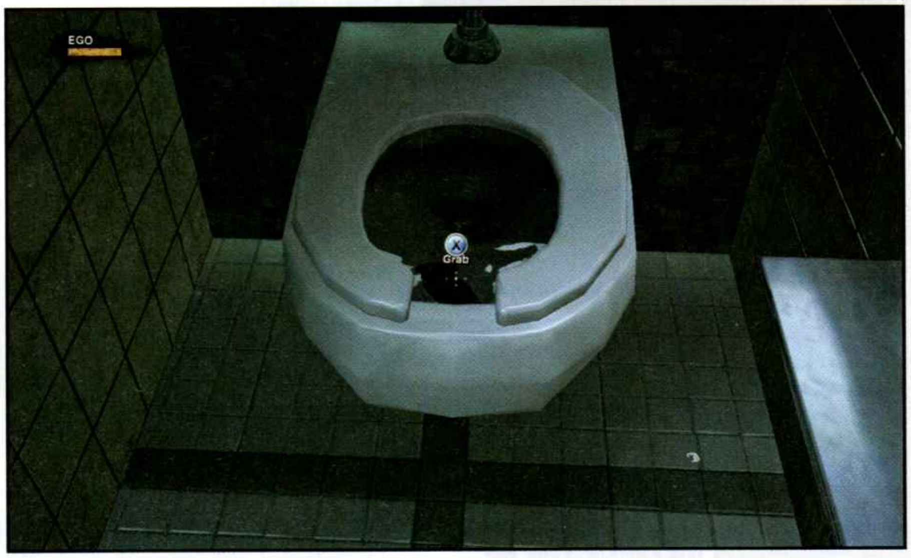
NAME	DESCRIPTION
Turd Burglar	Find and steal a piece of poo.
Drawrings	Doodle something on the whiteboard.
Full Body Tourettes (PS3)/ FBT (360)	Get knocked down 10 times.
Sunday, Black Sunday	Shoot down the blimp above the stadium.
One-Eyed Freak	Defeat the Cycloid.

It's been quite a hiatus for Duke, hasn't it? Over a decade is a long time to hold it. The game begins with our titular hero as he makes a pit stop to drain the proverbial lizard, prior to finishing off the alien ruler once and for all (or so Duke thinks). The stadium shower and bathroom provide an opportunity to get accustomed to interacting with the environment, Duke-style. Use the urinals and toilets, run all the taps for no reason, dispense soap needlessly onto the bathroom counters, turn on the air dryers, and try out the showers.

01 Don't let the golden spray fly right away. Hold off for a few seconds and a soldier from the Earth Defense Force (EDF) will engage Duke in a little small talk to try and help him get more comfortable. Let the entire conversation play out and Duke will automatically step away from the urinal. Perhaps it's just too much pressure, what with the world waiting to be saved and an aloof trooper offering to run the tap while asking for dating tips. Don't talk to another man at a urinal, dude. That's not cool.

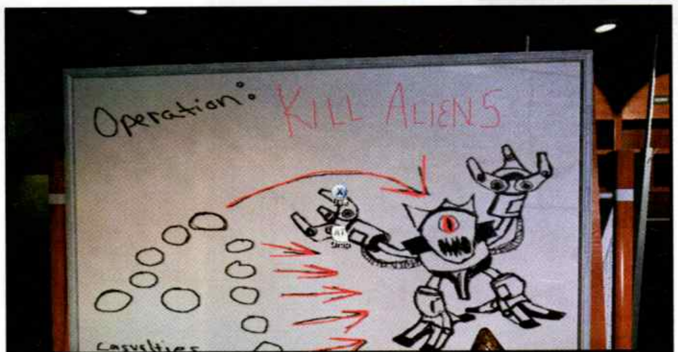


02 A couple of the toilets serve as harbor to a "floater," likely left behind by some discourteous members of the Detonators. Is flushing too much to ask? Heft a log from the depths if you want. Duke's one-liners are worth it (well, perhaps Duke doesn't agree), and a little stool-slinging is even worthy of unlocking an **Achievement/Trophy**. At least the showers are nearby!



03 Inside the locker room proper, some EDF soldiers are working on a last-ditch game plan to take on the Cycloid Emperor. Perhaps their outline isn't the best; the whiteboard seems to be mostly a tally of their fallen friends, more than an actual strategy to take out the alien leader. Step right up and contribute some strategy of your own, if you want—it's worth an **Achievement/Trophy** and some positive feedback from an EDF soldier. Someone's gotta guard the whiteboard, after all! As President Eisenhower said, plans are useless, but planning is indispensable. Also, the red marker smells like cherries. (Eisenhower probably didn't say that last part, at least not on record.)

This fella's not doing so well. Inconsiderate of him to spray his arterial blood all over Duke...and we just came from the showers, too.



We're doing it wrong. The markers work a lot better. You can choose from black, red, blue, green, and yellow dry-erase markers. An eraser is on hand too if you need to fix any errors. A remarkable likeness of the Cycloid, isn't it?

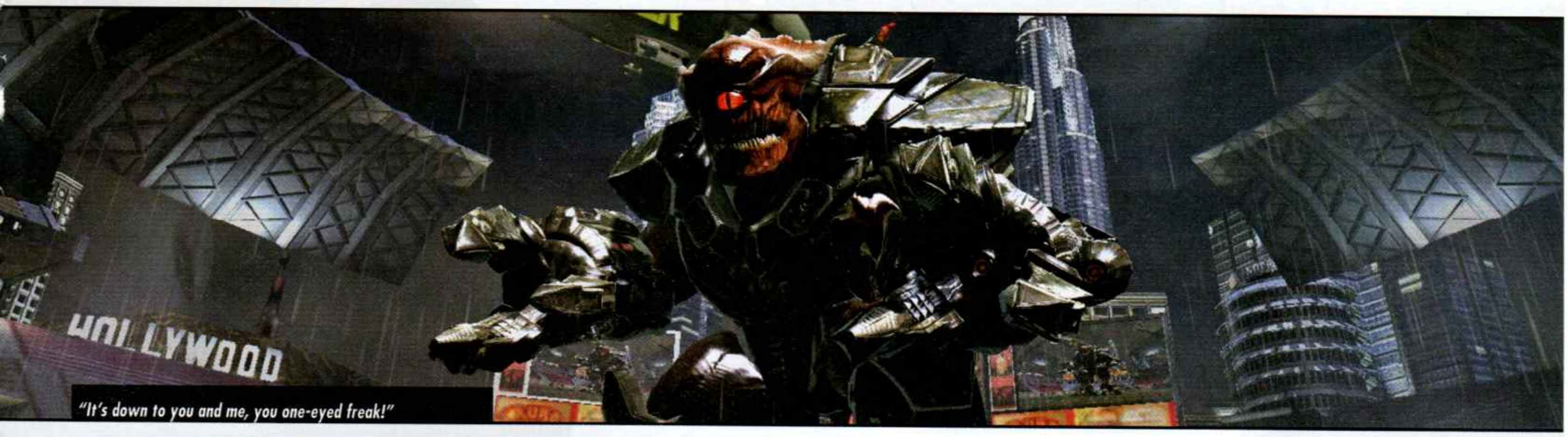
04 The soldiers ahead engage the Cycloid Emperor on the field. Feel free to stop for a sip of water before heading out to join the fray...however, the Emperor will force a little detour, as he crushes the EDF forces and collapses the tunnel leading outside. This results in Duke falling down; just fall down nine more times to unlock an **Achievement/Trophy**.

Kickin' down the door! Duke's not very subtle with his entrances. The "use" command will open any doors that can be opened.

Kaboom!

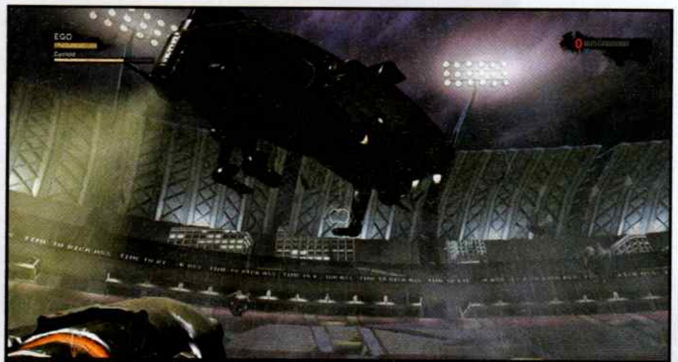
05 Down the stairs and into the stadium service tunnels you'll go, with EDF soldiers covering Duke from incoming alien fire since he isn't packing any heat. At the end of the tunnel, however, you'll find some serious firepower—a **Devastator** loaded with (naturally) 69 rockets.

"What are you gonna do, save the world all by yourself?" Well, yeah. Pretty much.



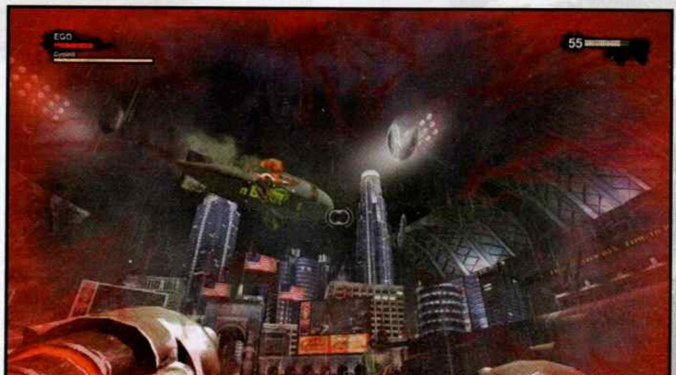
"It's down to you and me, you one-eyed freak!"

06 Duke takes the field for the ultimate championship game against the liege of the invading alien scumbags. The Cycloid Emperor is no slouch. He's packing dual double-barreled rocket launchers, a wicked ground pound that sends a shockwave of energy sparking along the ground, a forward-charging move that enables him to close distance quickly, and a fearsome stomp attack if Duke gets too close. To avoid most of the Emperor's powerful attacks, try to continually circle-strafe laterally around the titanic alien ruler. The Cycloid doesn't "lead" Duke with his attacks; instead, he just fires wherever Duke is standing, so constant movement is the key. Of course, unload Devastator rockets liberally while circling around him.



Don't worry about running out of ammo. EDF forces will continually airdrop more ammo crates filled with Devastators to replenish Duke's rocket supply. Look for the smoke-producing flares to find the ammo drops.

07 Take a moment to look skyward for the blimp advertising Score beer. Make the blimp go Hindenburg with a few "stray" Devastator rockets to unlock an **Achievement/Trophy**. Whoops! Duke never promised zero collateral damage while saving the world. Oh, the humanity!

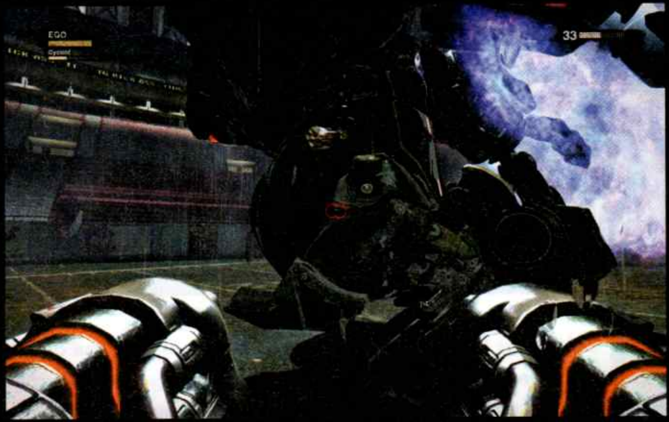


Shooting down the blimp was also possible in Duke Nukem 3D during the final battle. In that game, the destruction of the blimp showered the field with weapons.

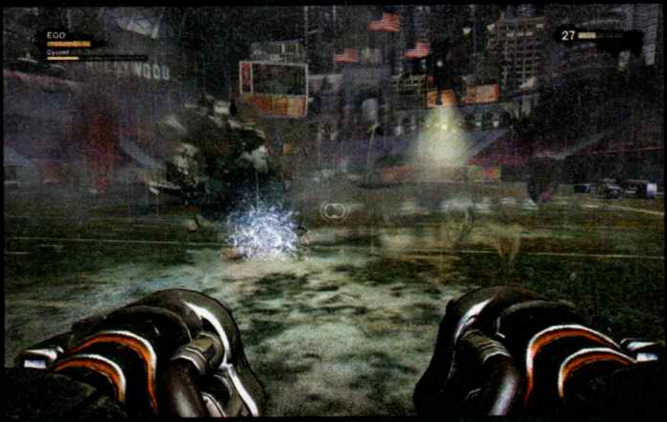
CYCLOID

The Cycloid's primary attack is a double-fisted barrage of dual rocket launchers. He'll fire two rockets at a time, usually with a certain spaced rhythm, but occasionally he'll fire several double volleys of rockets one after the other. The rockets won't be a problem in general as long as you keep moving sideways while facing the Cycloid. Try to avoid getting caught against the billboards or benches lining the field.

It's easy to see when the Emperor is rocketing across the field toward Duke, as blue flames emanate from his entire backside. It's a good idea to dodge this attack, if you don't want him to knock Duke to the turf. (That is, unless you're going for an **Achievement/Trophy** by getting floored 10 times total. If that's the case, make sure Duke's Ego replenishes to full in between taking the hits!)

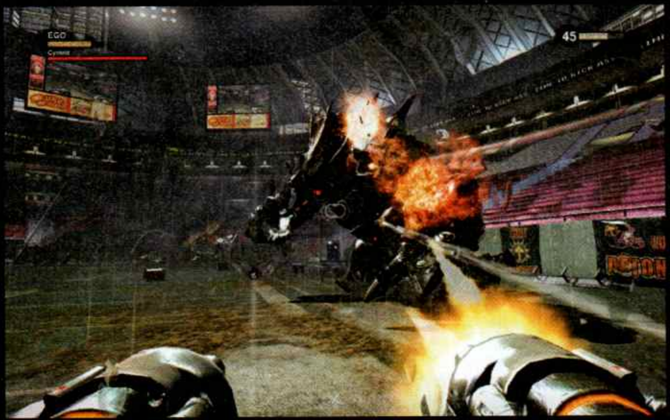


The energy shockwave also knocks Duke down on contact, but isn't particularly hard to avoid. The Cycloid Emperor telegraphs this attack by slowly raising both of its cybernetic mitts skyward before slamming them into the ground near its feet.



Once the Cycloid Emperor's health is utterly depleted, the boss will fall to its hands and knees to recuperate. Sprint in and follow the on-screen prompts to climb onto its back and disconnect critical life support.

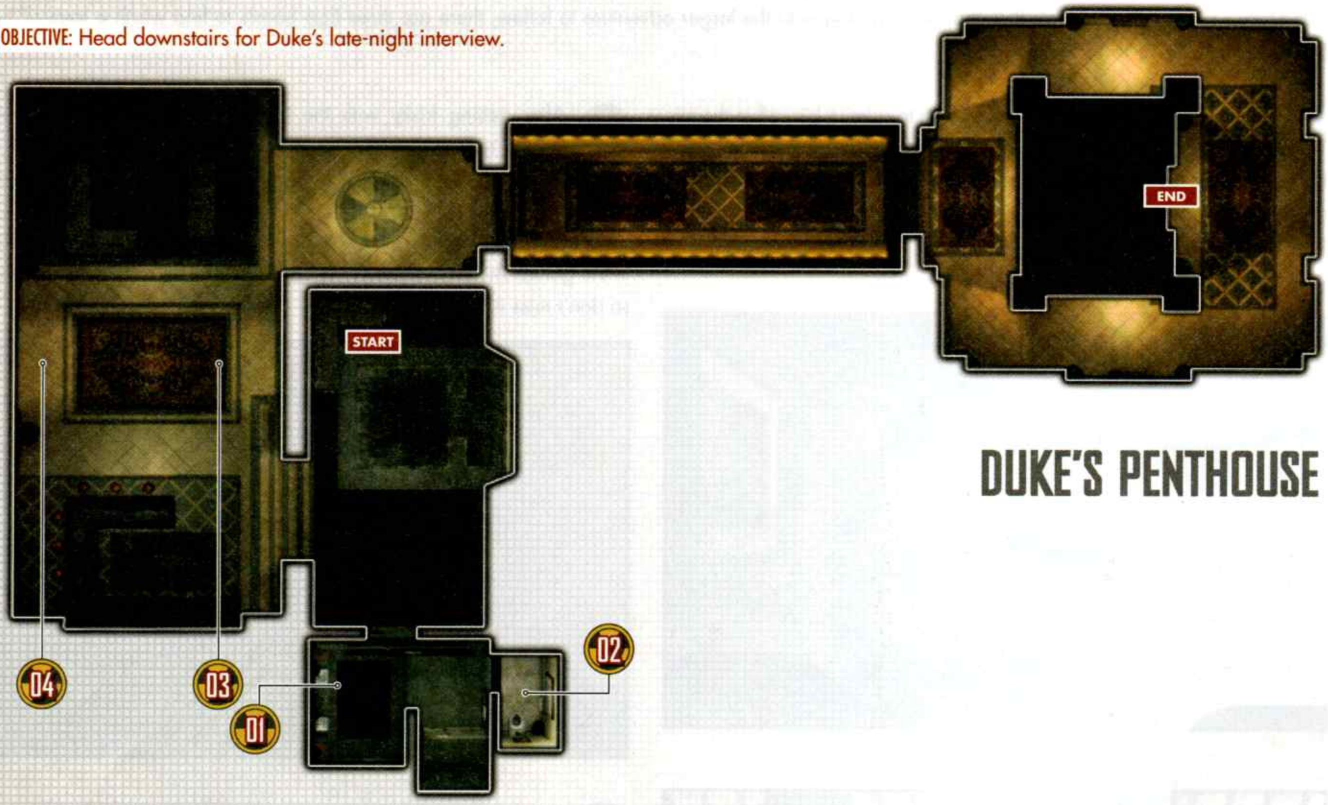
Mash the appropriate key or button quickly; if you don't rip out the hoses before the Emperor regains its strength, the Cycloid will hold Duke aloft and then smash him triumphantly into the ground. On higher difficulty levels, this will probably result in death! If you don't pull the Cycloid's cord quickly, the boss will regain some health and resume attacking.



The depressurization of the Emperor's cybernetics, along with its final fall, dislodges the single, glowering eye from the beast's wretched skull. What better chance to exhibit Duke's athletic prowess? Kick a field goal with the bast#$%'s eye, for all mankind!

PRESENT DAY: DUKE'S PENTHOUSE

OBJECTIVE: Head downstairs for Duke's late-night interview.



EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Admire self in mirror.	+1
Urinate.	+1
Clear pool table without scratching.	+2

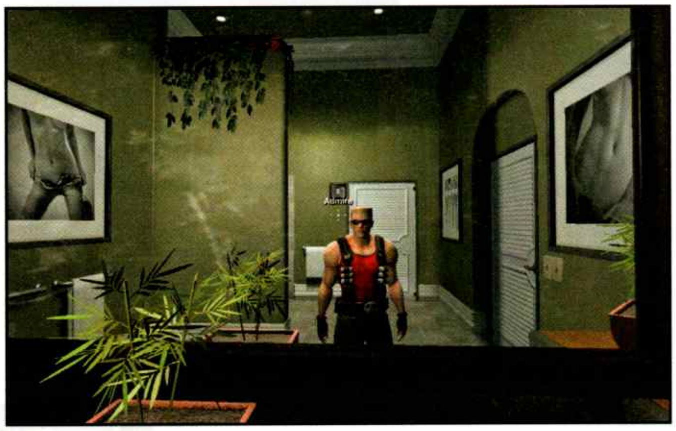
TROPHIES & ACHIEVEMENTS

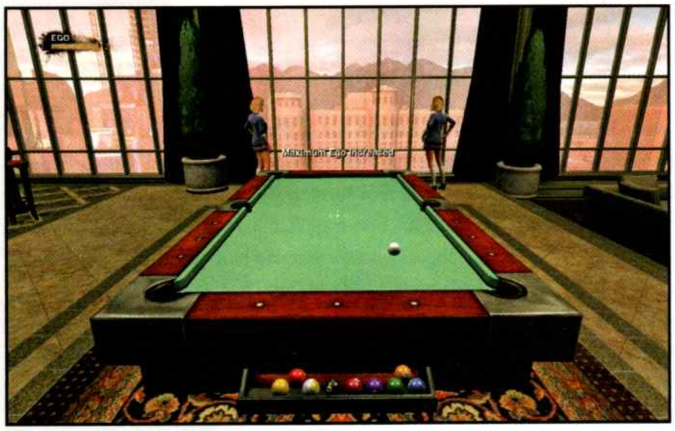
NAME	DESCRIPTION
Call Waiting	Listen to all phone messages.

It turns out that actually wasn't the end—that would make for a short game. No, Duke was just enjoying the game of...himself, while his girlfriends the Holsom twins, Mary and Kate, offer him some "oral" support. Killing the Cycloid Emperor and thus turning back the alien invasion in that fateful battle on the field 12 years ago has made Duke into a global icon and he hasn't rested on his laurels in turning that cachet into hedonistic success and excess. He lounges in the penthouse of his own casino, The Lady Killer, in Las Vegas. He's franchised out Duke Burger restaurants, workout movies (those of fitness and, ahem, the adult variety), books, and even performance-enhancing pills...er, workout supplements. Vitamins. Yeah, vitamins. He even has a late-night interview coming up, with the inimitable Johnny O'Lenoman, the king of late night, who tapes his show from the ground floor of Duke's own casino!

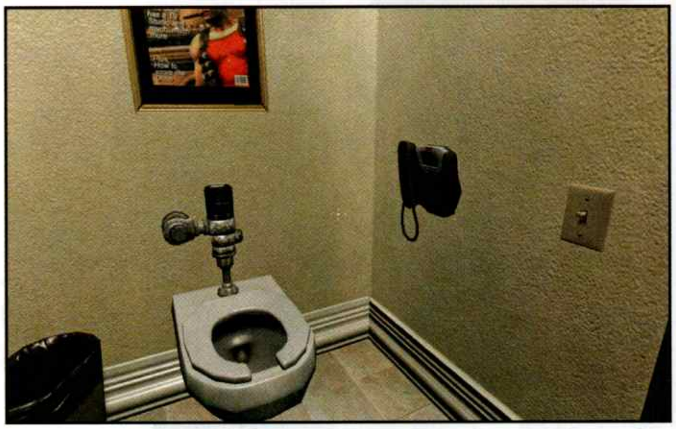
Before you head downstairs for Duke's interview, take some time to look around. Duke's penthouse is a great place to get acquainted with Duke's Ego. We don't mean his self-image (that's on ample display already), we just mean his health. See, Duke's Ego is so substantial at this point that it has acquired a capital E and become a literal shield against damage. His Ego value, which appears as a bar at the top-left of the screen, starts at 40 and can eventually be increased to 100 by scoring **Ego boosts** throughout the game. Ego boosts are earned by engaging in unique interactions with Duke's surroundings. In this first chapter, a prologue to the larger adventure to follow, there are three Ego boosts to find worth a total of +4 to Duke's Ego.

01 Lookin' good, good lookin'. Get Duke to admire himself in the mirror to score your first **Ego boost**. Hail to the king, baby. A few Ego boosts are available in multiple chapters, so if you miss the mirror and toilet here, you can check Duke out and get the same bonus in a few chapters later on. Watch out, though—some Ego boosts only appear in a single chapter.





02 After getting frisky with the twins on the couch, Duke's ready for the restroom, and even manages to avoid the dreaded split stream. Those Holsom twins sure know what they're doing. Notice the phone here in the bathroom. While you're in here, remember that there's an **Achievement** to be had for listening to every phone message in the game. The first phone in the game is right here in Duke's restroom, so don't miss it.



03 Checking your hair in the mirror and using the can are both easy tasks, however, clearing the pool table without scratching the cue ball is a fair bit harder. You can hit the cue ball again even if it hasn't stopped moving, so if you realize it's about to fall into a pocket, try to hit it away before it drops. If it falls in, you have to start all over (also, the twins will taunt Duke about wasting time playing with his balls. Funny, they didn't have much problem with it, themselves). Note that, while the prompt to hit the cue ball only appears if you're close to it, you can target and strike the cue ball from anywhere, as long as you're standing next to the pool table.

04 Join the twins and enjoy the view from the penthouse, but it quickly becomes ominous as an absolutely enormous alien mothership blots out the sky above Vegas, while smaller alien craft flit above the Vegas strip. The news is all over the TV, but Duke may have been a little distracted in the afterglow of playing his game while the twins played theirs. The word from the news is that the aliens seem to be on an ambassadorial mission of peace to meet with world leaders and the president. Duke knows a little better though, doesn't he? They come in peace? Not freakin' likely.

WHO WANTS SOME?

After you're done exploring the penthouse, turn the light switches off to incite a reaction from the twins. It seems they're afraid of the dark without a big, strong hero to hold them.

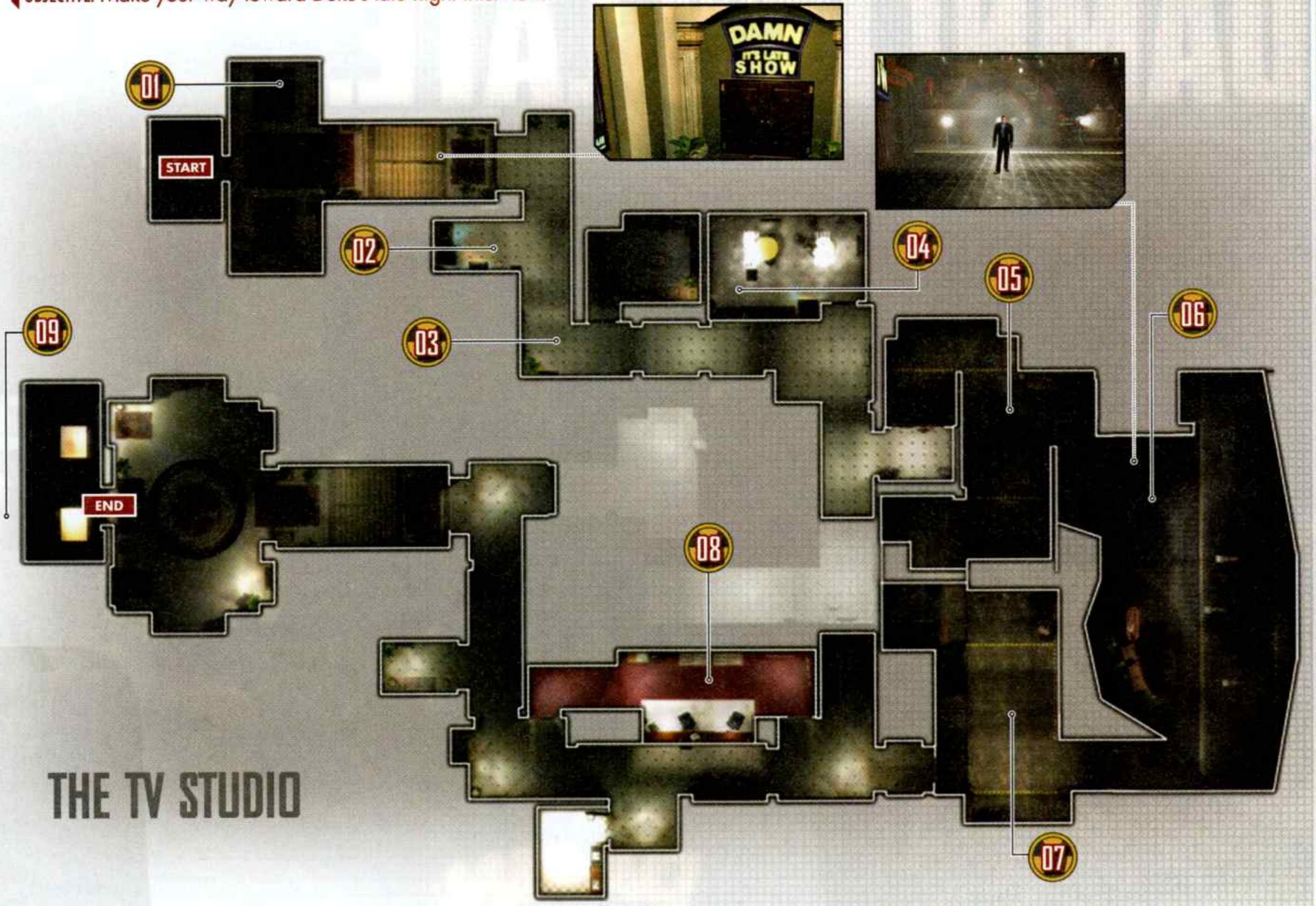
CHAPTER 1:

DAMN! IT'S LATE...

DAMN
IT'S LATE
SHOW

"WE HAVE A GREAT SHOW FOR YOU TONIGHT..."

OBJECTIVE: Make your way toward Duke's late-night interview.



Aliens may be hovering over Earth, but that can't stop the most important part of the day: Duke's interview with Johnny O'Lenoman. Duke is not only a prime physical specimen, a legendary Casanova, and the man who saved humanity from an alien scourge, but also a memoirist. Duke the sage might put Thomas Jefferson to shame.

01 There's a recurring theme in the TV studio: people love Duke. Well, of course they do. Ladies want to be with him, men want to be him, and everyone is awed by his presence.

ENEMIES

[Rats]

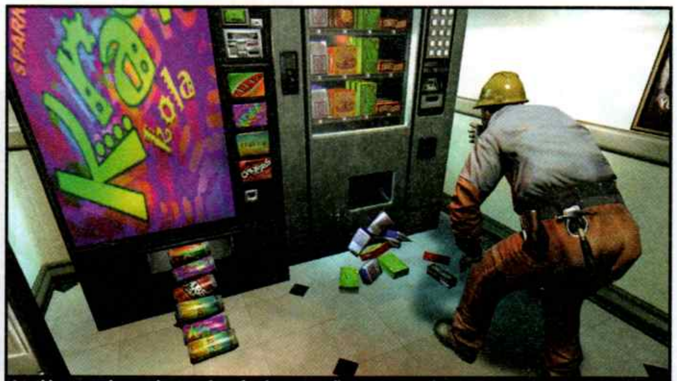
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Microwave popcorn, or a rat (not available in European PS3 version).	+2
Autograph "Why I'm So Great."	+2
Admire self in mirror.	+1
Urinate.	+1

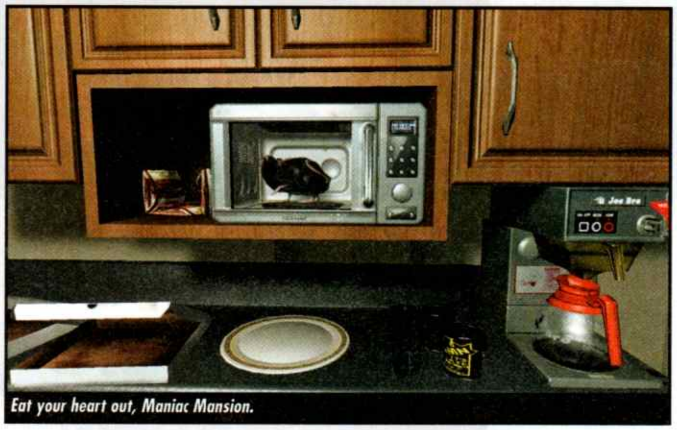
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Noms	Eat 10 pieces of food during the single-player campaign.
Nobody Likes a Whiner	Knock out the Talent at the talk show.

02 There's an Achievement/Trophy to get for scarfing down 10 food items. The first chance to put a dent in this accomplishment is at the vending machines in the TV studio. Don't worry about the worker mulling over his options. Just brush past him and push the buttons on the machine until it stops spitting out snacks, then eat them. Between this machine and a few other places in this chapter, you can get this unlockable out of the way without a problem.

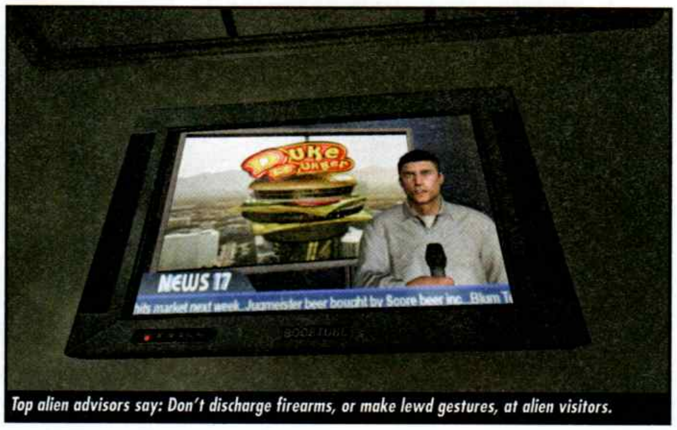


In addition to the vending machine food, you can float in a sea of soda, but non-alcoholic beverages don't count toward the Achievement/Trophy. Duke is powered by ethanol, not saccharine.



Eat your heart out, Maniac Mansion.

03 While heading to the green room, a news broadcast briefly preempts Johnny's grueling air hockey match with a big star. It seems the aliens, who had previously stayed inside their ships, are now venturing forth onto the Vegas strip. Where are they going? To Duke Burger, apparently. The Reactor burger must be galaxy-famous. The news broadcast and newspaper headlines indicate the president hopes for peaceful interactions with the aliens. Are the aliens up to something, though? Does a bear crap in the woods?

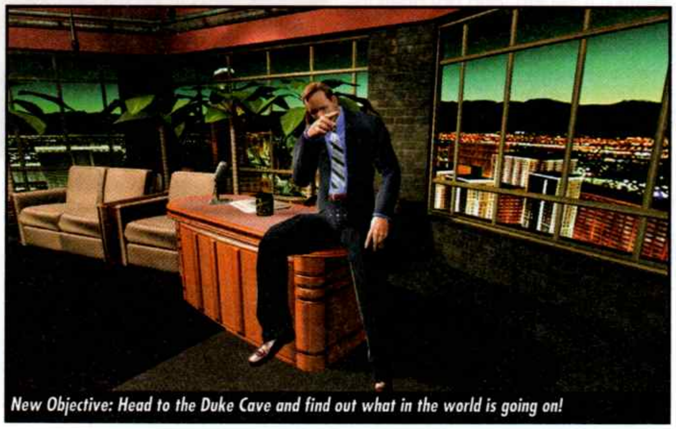


Top alien advisors say: Don't discharge firearms, or make lewd gestures, at alien visitors.

04 Just after viewing the news bulletin and returning to our regularly-scheduled programming, spend a few moments in the employee lounge and have a snack and mingle with some of Johnny's employees. Your first shot at an **Ego boost** in this chapter is here—just microwave something to earn the bonus.

There are packets of instant popcorn right next to the microwave, but wait, what's that sound you hear emanating from the cabinets? Look through the cabinets to find a rat. The rat fits right in the microwave! Nukem, indeed. There are also three boxes of Hot Chihuahuas and three microwaveable packets of popcorn. Between those and the vending machine snacks earlier, you should finish up the "Noms" Achievement/Trophy.

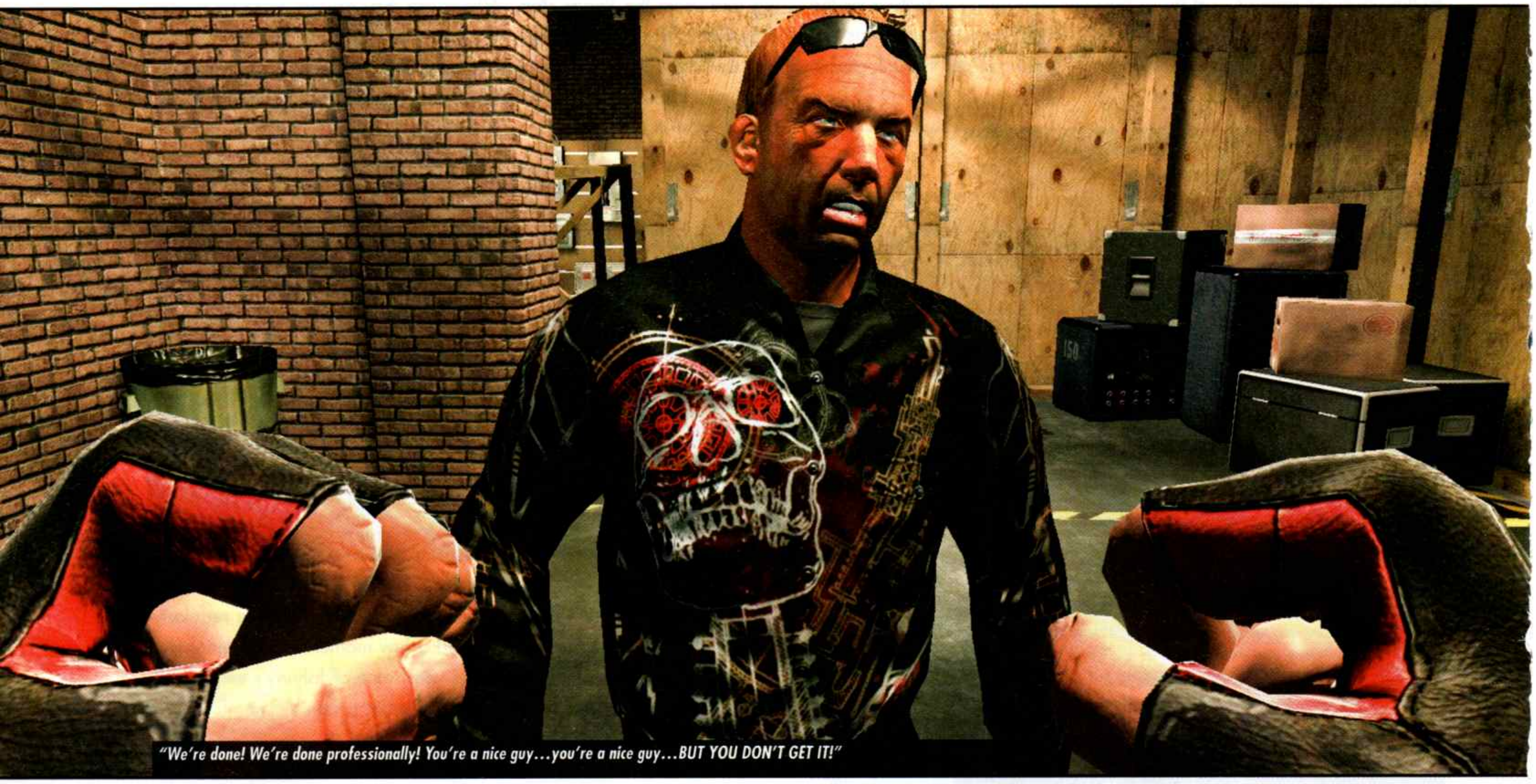
05 In the green room, a staffer for "Damn!...It's Late" corners Duke to snag an autograph for his son. You can sign the kid's book using a sexy four-color pen; inscribe Duke's name with either black, blue, red, or green ink. Regardless of how or what you sign, it's worth an **Ego boost**. After signing the book and offering up some suspect health advice, you can devour six nearby donuts. At this point, you should definitely have the "Noms" Achievement/Trophy out of the way.



New Objective: Head to the Duke Cave and find out what in the world is going on!

06 Just as Duke is ready to bask in the glow of the late night TV cameras, Johnny informs him that the bustle on the strip is now sufficient to cancel the show for the night. More and more aliens are heading down from the mothership to the strip. Duke Burger is good, but is it that good? TV networks have interrupted all their regular programming to switch to constant news coverage and even Johnny's studio audience has deserted him to see what the hubbub is about outside. Interrupt Duke's media interview? This will not stand! It's time to head to the Duke Cave, deep in the bowels of the Lady Killer casino, to see what's going on.

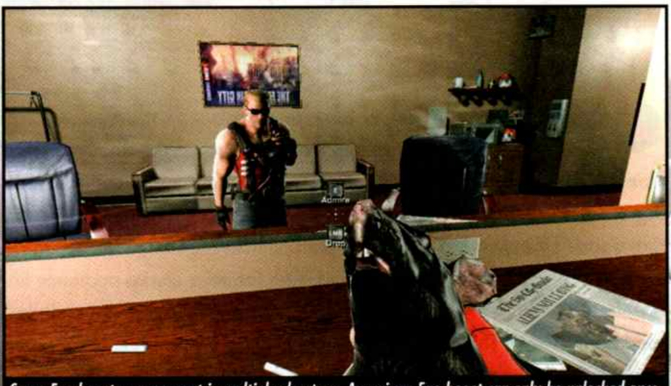
07 Backstage, you'll run into Johnny's previous guest berating a late show employee for a perceived slight. Apparently, the employee's background wanderings were a horrific distraction to the pampered pro as he played air hockey with Johnny. Want to get another **Achievement/Trophy**? Deck the complainer and spare the staffer from the verbal punishment.


"We're done! We're done professionally! You're a nice guy...you're a nice guy...BUT YOU DON'T GET IT!"

08 Back in the studio halls, a deep disturbance from either within the casino or from outside on the strip starts causing power fluctuations. It's looking a lot less likely that the aliens are just here to chat up the president and sink their fangs into Duke's burgers.

DAMN... I'M LOOKIN' GOOD!

If you missed the Ego boosts for mirror narcissism or bladder relief during the prologue chapter, you can snag them here, in the makeup room and the bathroom.



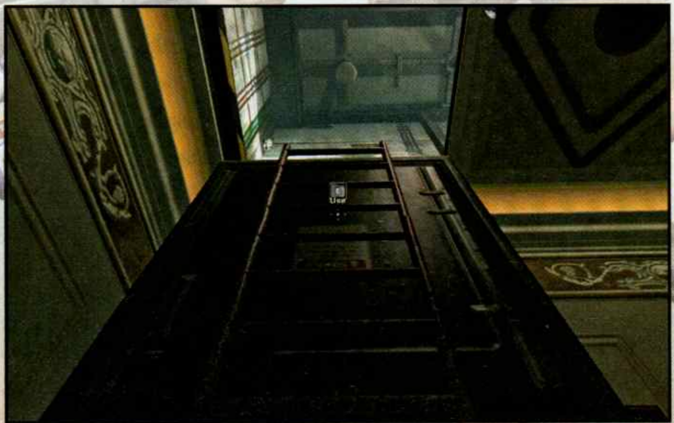
Some Ego boosts are present in multiple chapters. Any given Ego boost can only be unlocked once, but it doesn't matter when or where you do it.

09 To gain entrance to the Duke Cave, you need access to the Observation Room, which requires an elevator ride. Activate the elevator by pushing the buttons.

GOLDEN HINTS

Special objects in the environment that Duke can interact with are indicated by a periodic golden glow. If you ever get stuck, start looking around for objects that flash gold. Or, you can turn off the game hints to make finding these things a little harder.

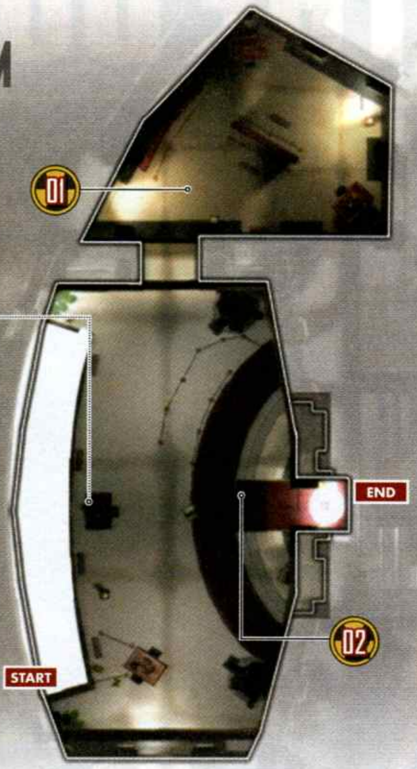
Look out the elevator's glass window as it ascends and you'll see that the aliens are definitely not interested in Duke Burger. Further disturbances during the ride bring the elevator to a halt; open the emergency hatch, climb out the top, and pry open the powerless doors to access the Observation Room, which contains a museum of Duke memorabilia.



THE MUSEUM OF NATURAL DUKE HISTORY

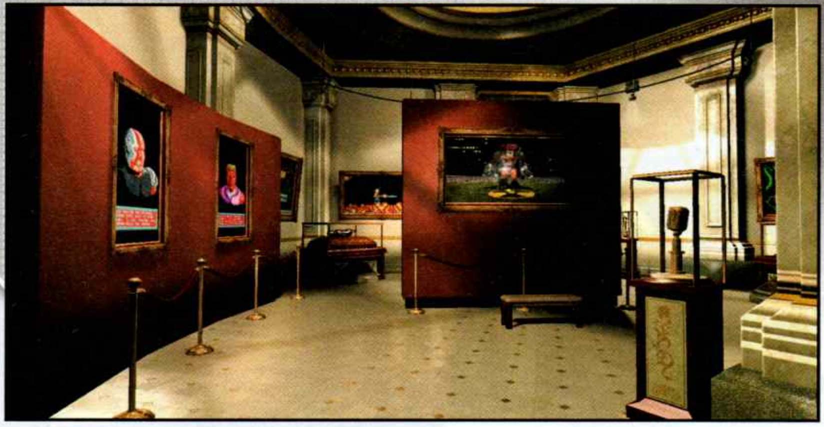
OBJECTIVE: Use Duke's throne to access the Duke Cave.

THE OBSERVATION ROOM



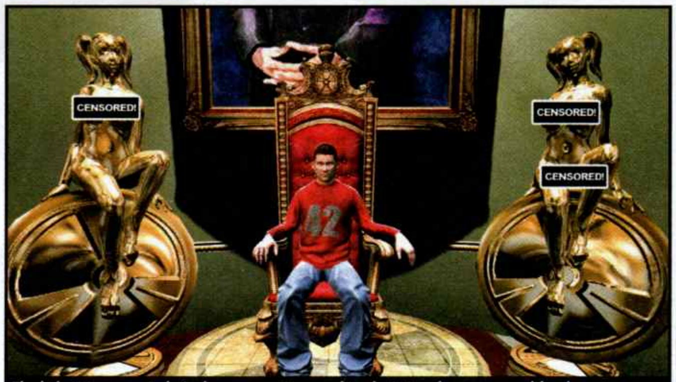
The Observation Room's huge windows allow for an incredible view of the Vegas strip and the alien mothership. This level also contains the Duke Museum, where all sorts of displays commemorate Duke's victory against the Cycloid some 12 years prior.

01 The roots of Duke Nukem stretch back to 1991. The museum gallery depicts images from *Duke Nukem, Duke Nukem II,* and *Duke Nukem 3D.*

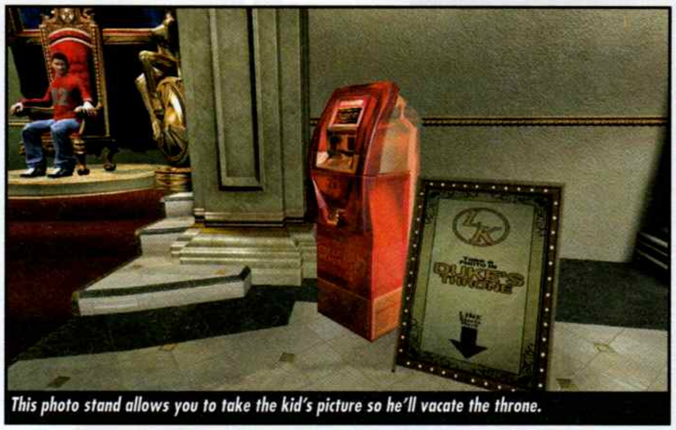


It's not necessary to explore the gallery, but it's interesting to remember where Duke came from. The primordial soup that spawned Duke Nukem was the same sludge from which seminal, medium-defining studios and characters emerged, like Apogee and id Software, 3D Realms, Commander Keen, Wolfenstein 3D, and DOOM. Study up, kids. Liking modern video games without knowledge of their roots is like enjoying current action movies without knowing who Sam Peckinpah is.

02 Duke's throne is a major part of the museum tour, and it serves as a photo opportunity for fans and tourists alike. What the masses don't know, however, is that this throne is actually the access point for the Duke Cave—but only when Duke uses it! While most museum goers have started to evacuate by now, one ardent fan hangs around, adamant that he gets his picture taken on the throne.



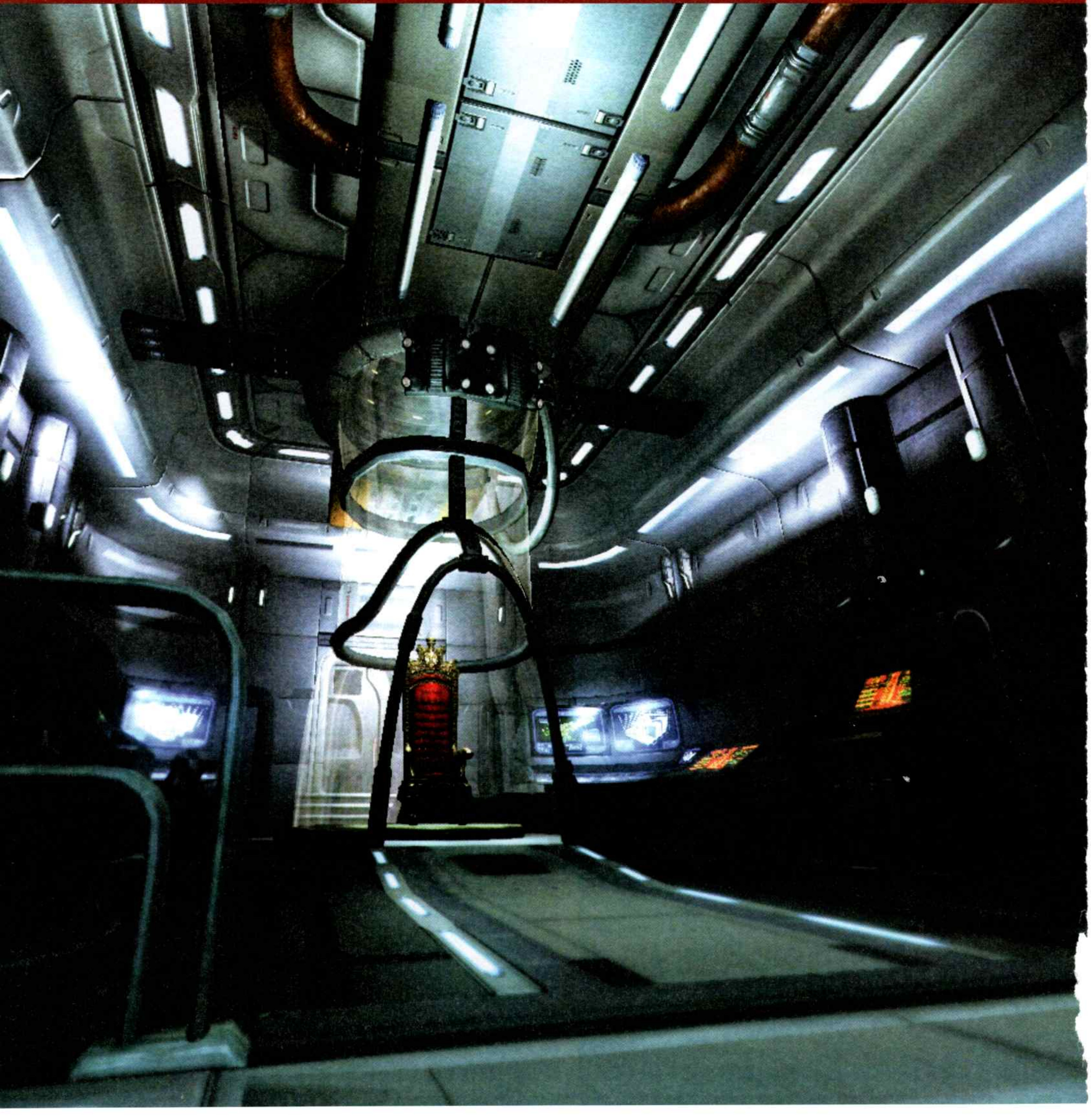
The kid sitting upon Duke's throne, wearing a t-shirt depicting the answer to life, the universe, and everything.



This photo stand allows you to take the kid's picture so he'll vacate the throne.

CHAPTER 02:

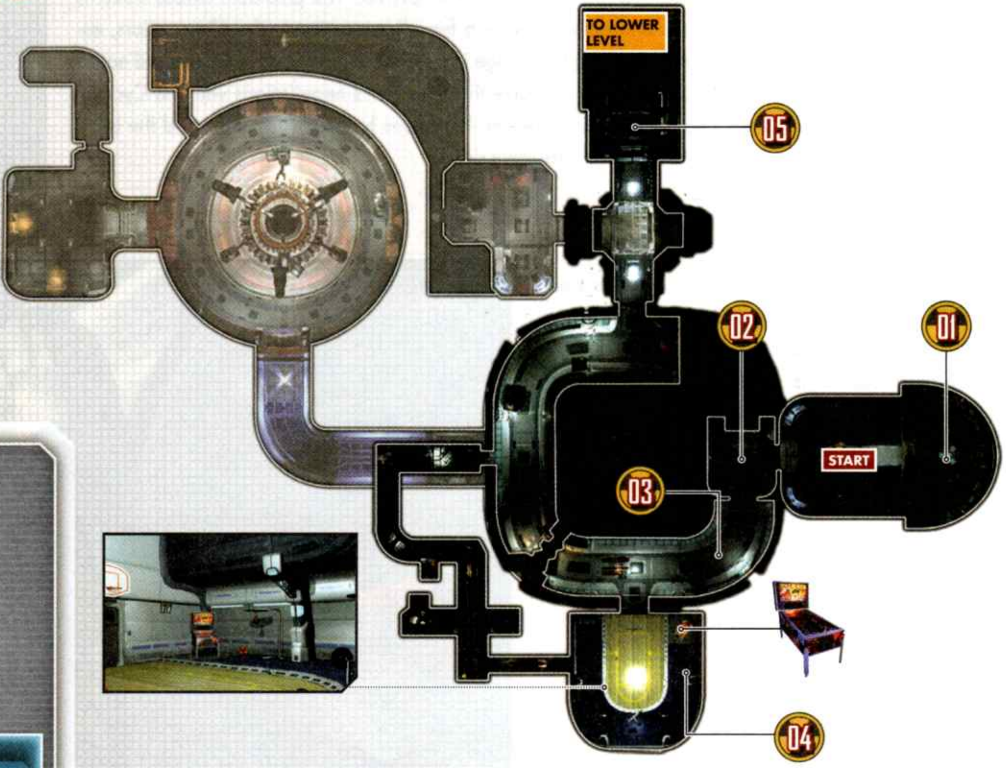
THE DUKE CAVE



"I'VE GOT A BAD FEELING ABOUT THIS..."

OBJECTIVE: Find out what the aliens are up to.

UPPER LEVEL


TO LOWER LEVEL
05
02
01
START
03
04

ENEMIES

[Assault Trooper]
[Pigcop]

WEAPONS AND EQUIPMENT

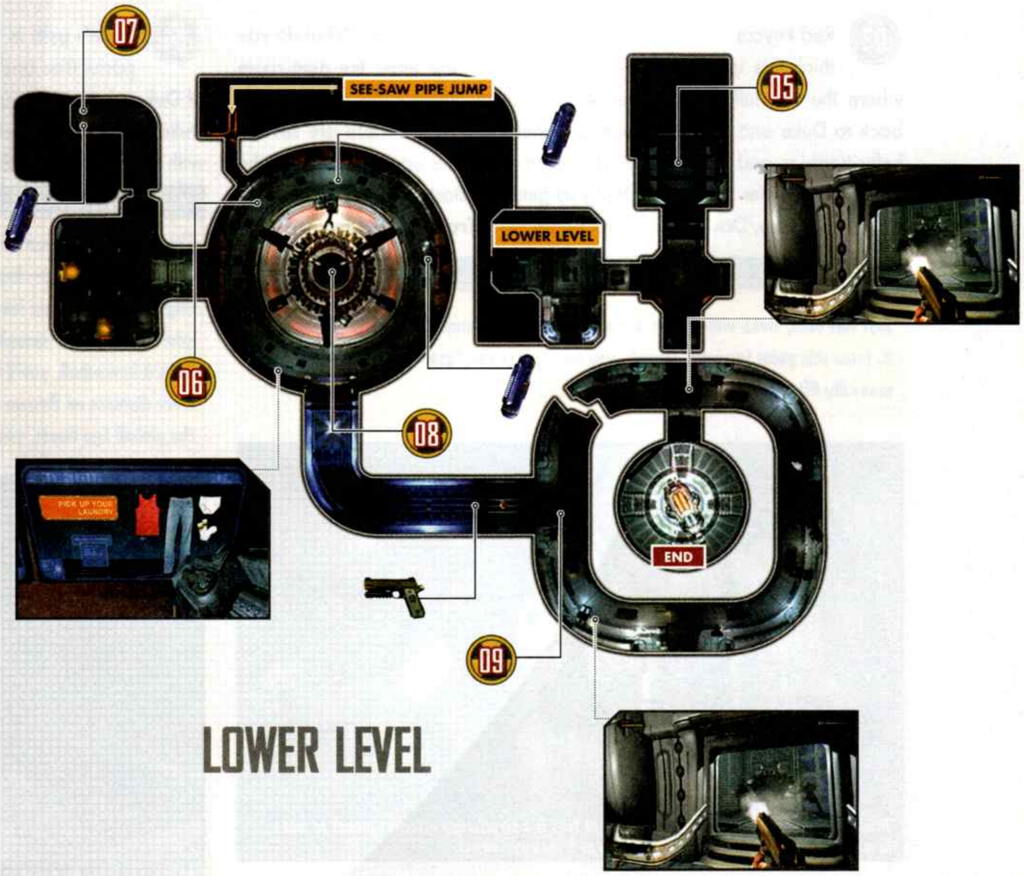
[Beer]
[AT Laser]
[Energy Cell]
[Steroids]
[Gold Pistol]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Curl dumbbell.	+2
Admire self in mirror.	+1
Bench press at least 600 pounds.	+3
Punch speedbag.	+1
Punch punching bag.	+1
Shoot basketball through hoop.	+1
Beat pinball high score (280,897).	+3

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Tosser in the Literal Sense (PS3)/Downtown Barrel Beatdown (360)	Kill 10 aliens with tossed objects.
Balls of Steel	Earn a 1,000,000 pinball score during the single-player campaign.
Flagon of Chuckles	Drink a beer during the single-player campaign.
Juiced	Take steroids during the single-player campaign.
Duke Angry Duke Smash	Kill 10 aliens with punches while on steroids.


07
SEE-SAW PIPE JUMP
05
LOWER LEVEL
06
08
PICK UP YOUR LAUNDRY
END
09

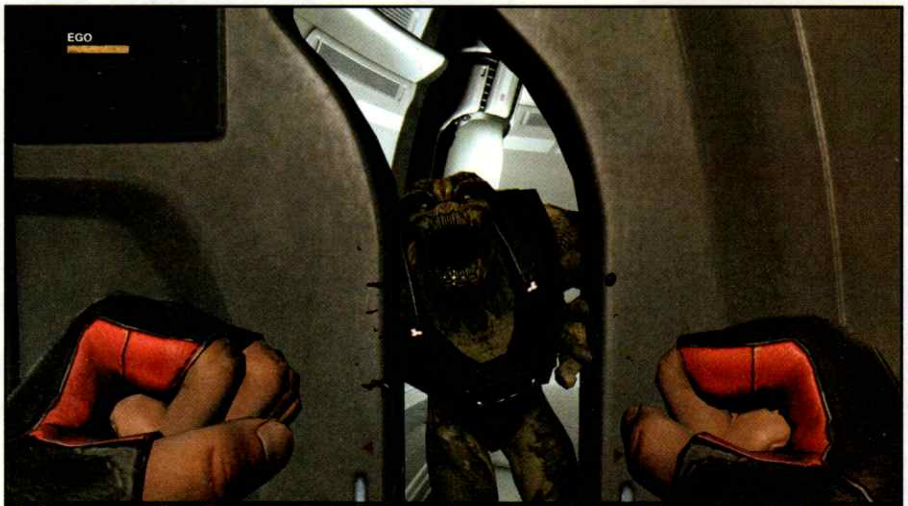
LOWER LEVEL

The heart of the Lady Killer for patrons is the casino floor, but the heart of the Lady Killer for its owner is the Duke Cave. The Duke Cave is the repository for intelligence and armaments for Duke, in case he is ever called upon to protect Vegas—or the Earth at large—from dire threats again. Well, such a time appears imminent. *Duke Nukem Forever* isn't a game about pacifism, after all.

The Duke Cave in all its glory.

01 Duke's arrival in the Duke Cave boots up his resident A.I., who informs Duke he has an incoming call from both the P.O.T.U.S. and General Graves. The president chides Duke in advance, anticipating that Duke is unlikely to provide a friendly reception to the alien visitors, especially since it seems like they're beginning to engage in hostilities. Duke is directly ordered not to attack the aliens, as this might potentially jeopardize the president's negotiations with the Cycloid Emperor. Meanwhile, Duke's computer system detects that aliens have already infiltrated the Lady Killer! Looks like Duke might have to let the president down...

02 By the time Duke steps into the next room, aliens are inside the shaft housing Duke's Super Turret and the Lady Killer's computer system is automatically evacuating the occupants of the hotel and casino.

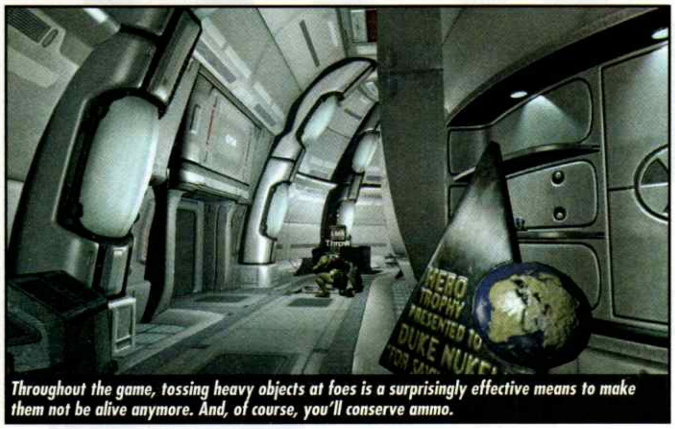


The first encounter with an alien occurs as this Assault Trooper tries to swipe at Duke through the jammed door. The alien will occasionally stop reaching an arm through and, instead, bellow in frustration. This is a great time to punch it in the face.

03 Red keycard? Duke doesn't need a freakin' keycard. What do you think this is, 1996? Pry open the door and enter the next room where the first full-on encounter with an alien occurs. The alien has its back to Duke and is fiddling with a panel in the floor. There are several hefty trophies and statuettes lying around. Pick one up and toss it at the unsuspecting alien for a kill. (Doing so gets you started on the "Tosser...in the Literal Sense/Downtown Barrel Beatdown" **Trophy/Achievement.**)

"USE" IT

Just this once, Duke will pick up a trophy or statue automatically as he passes over it. From this point forward, though, you must press the "use" button to make Duke manually lift objects.

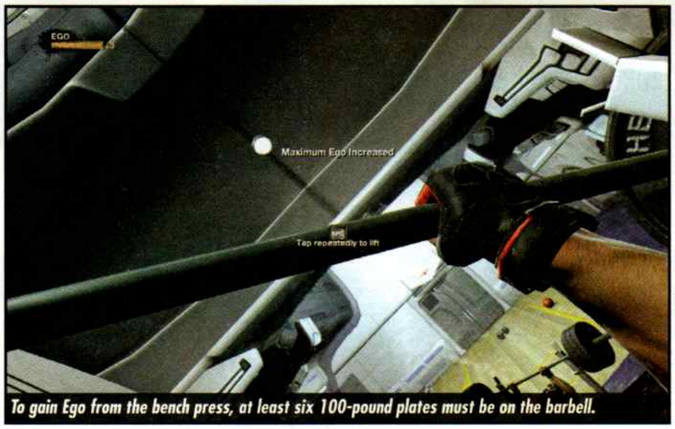


Throughout the game, tossing heavy objects at foes is a surprisingly effective means to make them not be alive anymore. And, of course, you'll conserve ammo.

04 Duke's gym in the Duke Cave is a treasure trove of Ego boost opportunities and the site of a major revelation—the aliens drank all of Duke's beer! Interrupting Duke's interview was strike one; drinking all Duke's beer is definitely strike two, aliens. Take out the two alien athletes with thrown objects, then spend a moment building up Duke's Ego.

MORE EGO!

There are seven ways to increase Duke's Ego inside this workout paradise. Several are straightforward—look in the mirror, curl a dumbbell, and strike both punching bags. A few are more involved, though. To get an Ego boost from the bench press, you'll need to add enough 100 pound plates to meet or exceed 600 pounds total. With a basketball, you'll have to sink a layup or jump shot—note that Duke gets more distance on thrown objects by jumping before releasing his throw. Finally, for the pinball Ego boost, you must beat the previous high score, which is 280,897.



To gain Ego from the bench press, at least six 100-pound plates must be on the barbell.

BALLS OF STEEL: SCORING WITH DUKE'S BALLS

The key to high scores in pinball is careful use of the "tilt" function. Just like a real-life pinball table, you can gently rock the pinball table back and forth to influence the movement of the pinball on the table. But also just like a real-life pinball table, overuse of tilt within a short period of time will result in the loss of control of the flippers, inevitably causing a lost ball.

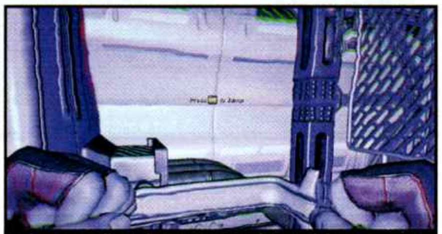
BALLS OF STEEL

*You need to clear 280,897 points for an Ego boost and one million points for an **Achievement/Trophy!***

In general, if you only tilt the machine occasionally, with at least gaps of five or six seconds between attempts, you won't cause the table to enter tilt status. If you tilt too frequently, or too many times back to back, you'll very likely lose a ball. Tilting more than three or four times within a short period of time is simply asking for trouble.

Tilt is essential because, while you certainly can just rely on the flippers to keep the ball in play, you will inevitably lose the ball through either the side channels or a missed flipper swing, and scoring doesn't accumulate very fast just by keeping the ball in play. Instead, it's important to keep the ball in the top half of the table, where it can bounce off the three bumpers and keep lighting up the three multiplier circles at the very top of the playing space. Step one is simply to get the ball up there, so it might bounce vertically off one of the circular bumpers and light up the multipliers. Step two, then, is to watch the ball bounce off the bumpers; if the ball continues to stay at the top of the table, great! Don't do anything. If the ball is finally on a path to miss a bumper and fall back to the lower half of the table, though, use tilt a single time to send the ball back into a bumper before it passes them. Done properly, and with a little luck, you can keep the pinball at the bumpers without the flippers or dangerous portions of the table coming into play for long stretches of time, as point totals soar skyward.

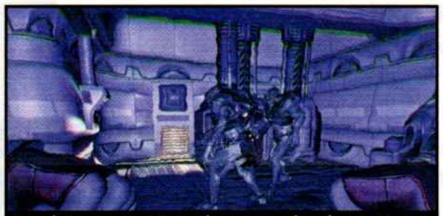
05 Just as Duke enters this area, the power goes out. Luckily, his shades aren't just for looks; Duke's glasses have powerful night vision functionality. An on-screen prompt will direct you to active Duke Vision with the appropriate key or button press. The alien Assault Troopers who have infiltrated the Lady Killer have no such advantages; they'll fumble about as long as the lights are out. This makes it pretty easy to grab a metal cylinder and toss it at them, or simply walk up and punch their lights out.



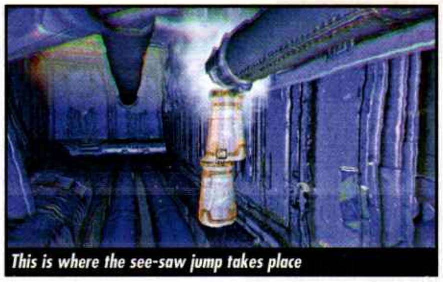
Duke Vision allows for navigation in low-visibility environments. Like a boy scout, Duke is always prepared.

For the first segment with the power out, Duke must descend to a lower level. By circling around the perimeter of the room, you can hop over and crouch underneath pipes to slowly descend. It's also possible to get the drop on two Assault Troopers far above, then proceed through more hallways until you find a pipe propped up by a couple of metal cylinders.

Move the metal cylinders from under the pipe, causing that end to tilt down to the floor. Now Duke can run up the pipe. After passing the central point, Duke's weight will cause the pipe to tilt back in the other direction, like a see-saw. That's exactly what is needed, as the end which you stepped onto after moving the metal cylinders is now high in the air. Sprint up this end and jump to the pipe beyond before Duke's weight shifts the entire pipe.



Assault Troopers aren't too threatening when they can't see. The backlit grating in this image must be bashed aside to allow Duke passage.

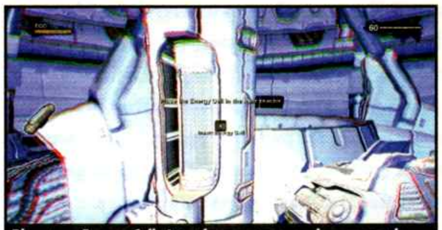


This is where the see-saw jump takes place

06 The Lady Killer's power core is in this room. It's at this stage of the game that downed enemies start dropping their weapons when they die. Take advantage by punching an Assault Trooper to death and snatching its AT Laser. With a weapon in tow, the next order of business is to work on powering the Lady Killer backup.

Hold for AT Laser

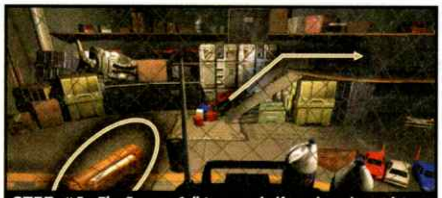
Starting at this point, enemies will drop their guns when killed. When you're holding a particular weapon, any other of the same kind of weapon you pass over will be picked up automatically as ammo.

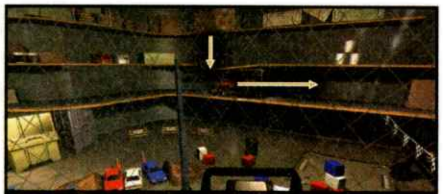


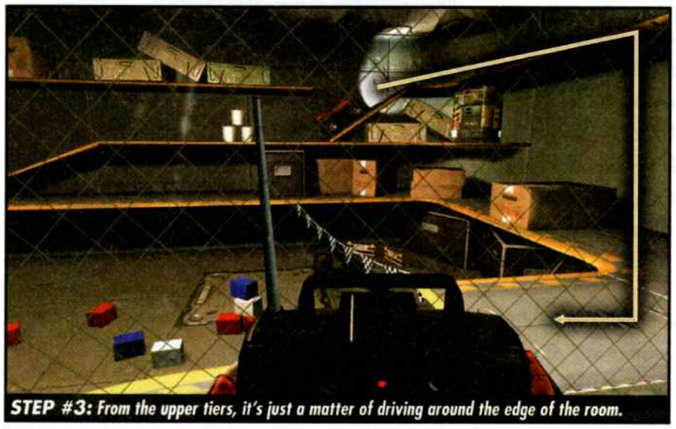
Place two Energy Cells into the core to open the way to the third Cell.

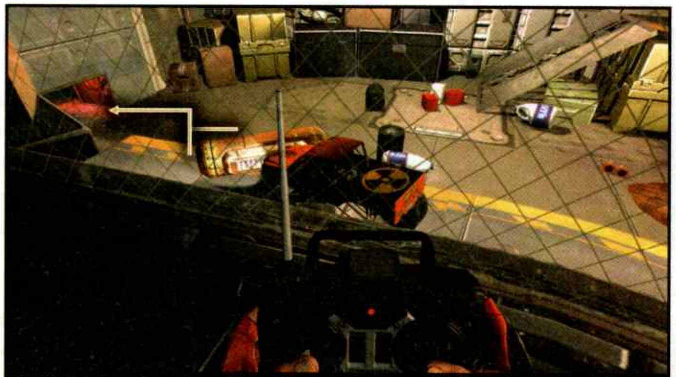
The reactor core requires three Energy Cells, two of which are in this very room. Pick them up and place them into their appropriate slots; doing so gives the core partial power and it also opens the western door away from this room. The lights will also come back on partially, allowing you to disable Duke Vision. Be watchful for occasional Assault Trooper attacks and annihilate them with Duke's shiny new laser. Now it's time to enter the western room to hunt down the third and final Energy Cell.

07 The storage closet containing the third Energy Cell is locked, but no obstacle is insurmountable for Duke Nukem. Here he'll use his ingenuity and affection for all kinds of gadgets and toys to use a radio-controlled monster truck to push the Energy Cell out of a venting duct on the ground near the frozen door. This RC truck is a small facsimile of Duke's own monster truck, the Mighty Foot!


***STEP #1:** The Energy Cell is on a shelf on the other side of the glass partition. To push it off the shelf onto the floor, you must navigate the perimeter of the room with the truck starting with this ramp.*


***STEP #2:** Use the truck to push this black block further along the shelf, causing the ramp above to fall. You can simply back the truck up past the ramp again, then drive up it to reach the next tier.*


***STEP #3:** From the upper tiers, it's just a matter of driving around the edge of the room.*


***STEP #4:** Once the miniature Mighty Foot is at the Energy Cell, just push it off the shelf, then through the hole next to the door.*

08 Plugging in the final Energy Cell fully powers up the reactor. It also reveals a secret stash of Duke's Steroids. Just in time, too, as several Assault Troopers will drop in from broken vents above. After quashing this alien attack, the previously sealed southern door will open and release a couple of Pigcops. Take them out with AT Laser bursts or your Steroid-boosted fists before they do too much damage to Duke's Ego.

HERE PIGGY-PIGGY...

This is the first appearance of these mutated former EDF soldiers, but they're no longer Duke's comrades, so take them out with extreme prejudice. Some Pigcops come packing heat, while others prefer to use their fists.

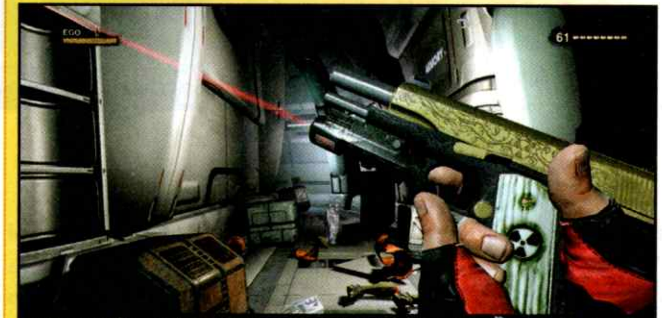
Steroids enable Duke to run fast and punch with incredible, insta-gibbing force for 21 seconds. Taking Steroids always puts Duke's Ego at 75%.

09 When the Pigcops are no more, you can safely proceed through the southern door. At the end of a corridor, you'll find Duke's golden **M1911 Pistol**, an elegant weapon for a more civilized age.

The final corridor, just past the golden gun, leads to Duke's Super Turret. That's right, our man has a huge cannon embedded into his casino just in case an alien mothership happens to appear. Powering up the reactor core has brought the Super Turret back online, so the last order of business is to make it to the cannon. Several more Assault Troopers swarm these hallways, but between Duke's shiny new golden M1911, the AT Laser, and the explosive red canisters, you should be able to turn these aliens into cooling meat without a problem. Once all the aliens are exterminated, you're ready to bring the Super Turret online.

DHFG-3000
ABORT
POWER

THE WHOLE GAME?!

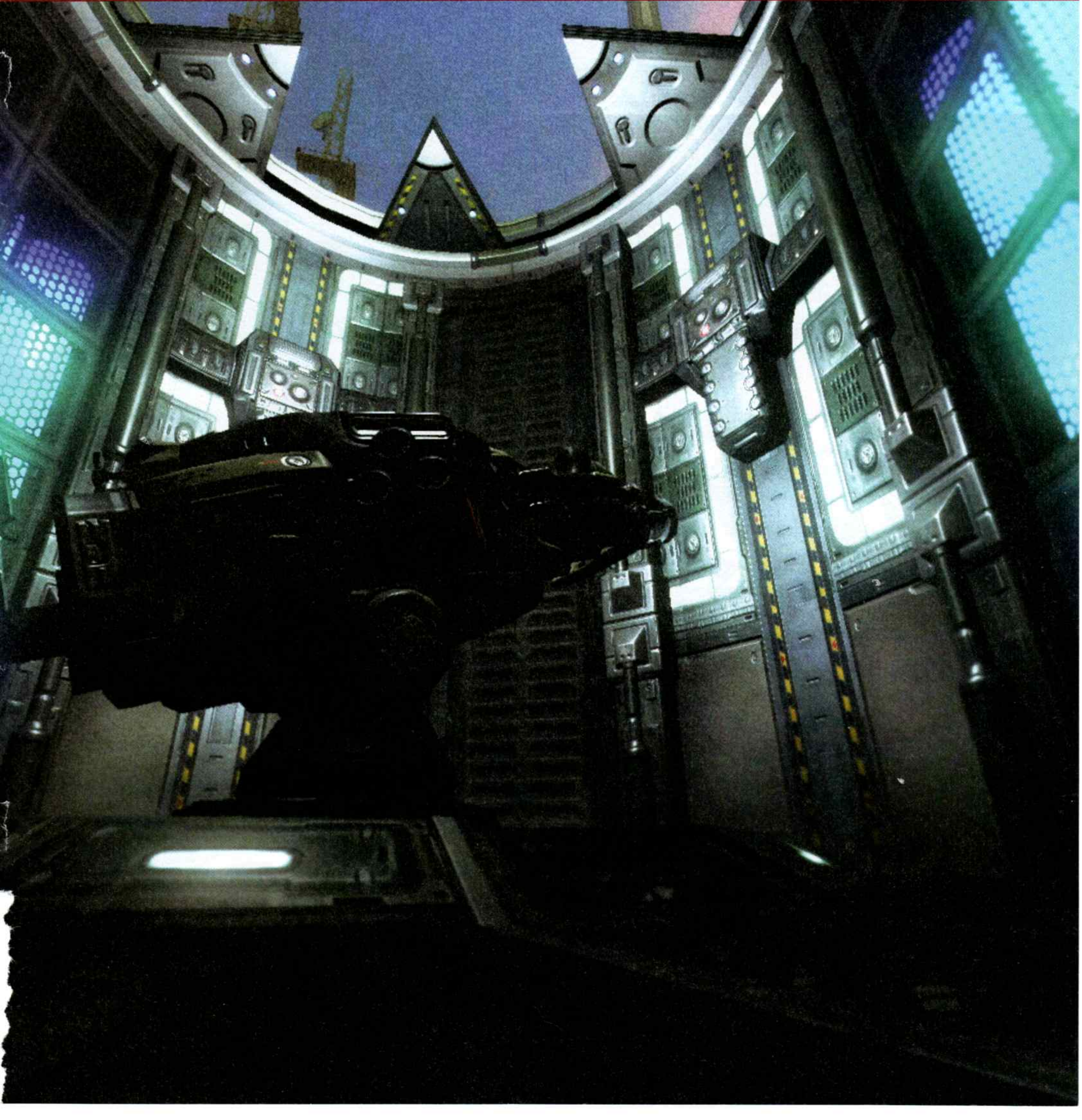


Don't worry if it sounds like carrying a pistol the entire game puts you at a disadvantage—it doesn't. The M1911 packs a serious punch at any range and only vehicles and bosses are immune to the pistol. Just watch your ammo—Duke can carry a maximum of 64 rounds of M1911 ammunition.

One of the game's most intensive Achievements/Trophies involves taking this particular pistol all the way through to the end of the game...yes, there are other M1911 Pistols, but this is Duke's personal piece and no other pistol in the game resembles it. You can set the golden pistol down during a given chapter and pick up other weapons, but just make sure you pick the golden gun back up before moving on from a given section. As long as you finish each chapter with the golden gun in tow, you're still on track to unlock the "Gunslinger" Achievement/Trophy.

CHAPTER 03:

MOTHERSHIP BATTLE



THE MOTHERSHIP

OBJECTIVE: Bring down the alien mothership!

WEAPONS AND EQUIPMENT

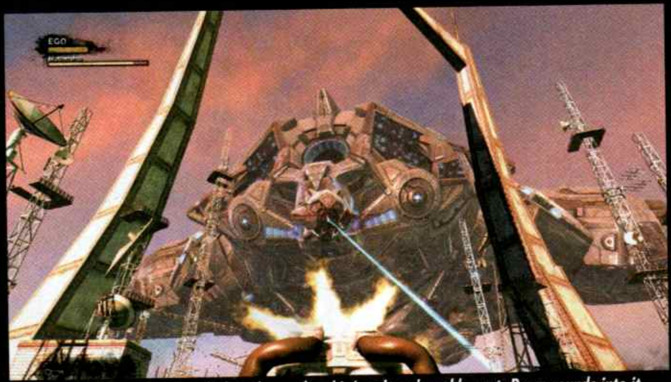
[Super Turret]

TROPHIES & ACHIEVEMENTS

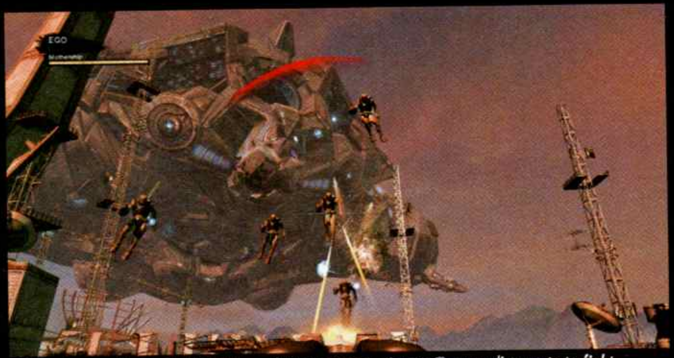
NAME	DESCRIPTION
Baron von Nukem	Shoot down 20 alien fighters.
Big Guns, Big Ships	Blow up 5 Gunships or Dropships.

ALIEN MOTHERSHIP

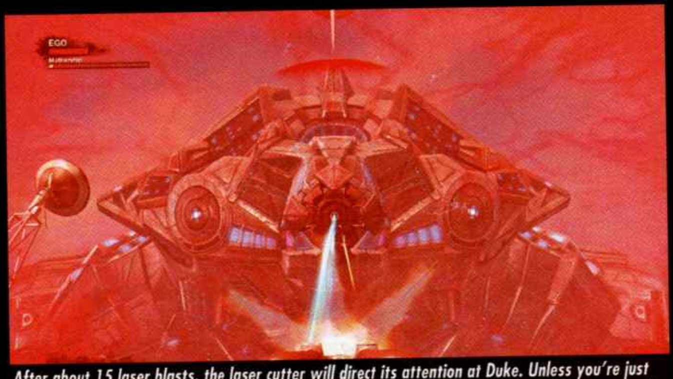
The massive mothership hovers in the sky overhead and Duke must bring it down by attacking its weak point—the gigantic, exposed laser cutter weapon. The alien mothership seems unaware of Duke's presence until you start firing. Once the aliens are alerted to Duke and his turret on the roof, the mothership begins using its laser cutters to dice up Duke's casino, along with Vegas at large! You must defeat the mothership while fending off assaults from alien fighters and dropships, all before the Lady Killer is utterly destroyed—and Duke along with it.



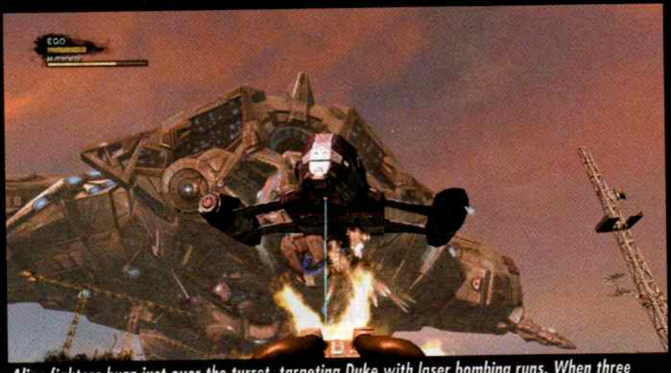
Target the laser armature, which is the mothership's only vulnerable part. Pump rounds into it whenever an alien fighter isn't approaching, but keep an eye on the turret's temperature.



When the dropships unload their Assault Trooper cargo, it means more alien pests to fight. Luckily, the turret chews up fleshy targets without any trouble. Kill them before they have time to exit their dropships to simplify things.



After about 15 laser blasts, the laser cutter will direct its attention at Duke. Unless you're just on the cusp of defeating the mothership, this spells doom for Duke! Try to damage the mothership faster next time.



Alien fighters buzz just over the turret, targeting Duke with laser bombing runs. When three fighters approach in formation, only the lowest fighter will drop its bombs. You really can't afford to let fighters slip through.

The biggest threats to success, apart from the time limit, are the alien fighters. These quick crafts attempt to pass straight over Duke and his turret while firing downward with a bombing laser of sorts. You must shoot down each fighter before it passes overhead and deals damage. Solo fighters can pass overhead, but groups of three fighters will also frequently go on a bombing run. When three fighters approach, just focus on the lowest fighter in formation. On the hardest difficulty, fighters that pass directly overhead can kill Duke with a single shot!

HARDER DIFFICULTIES

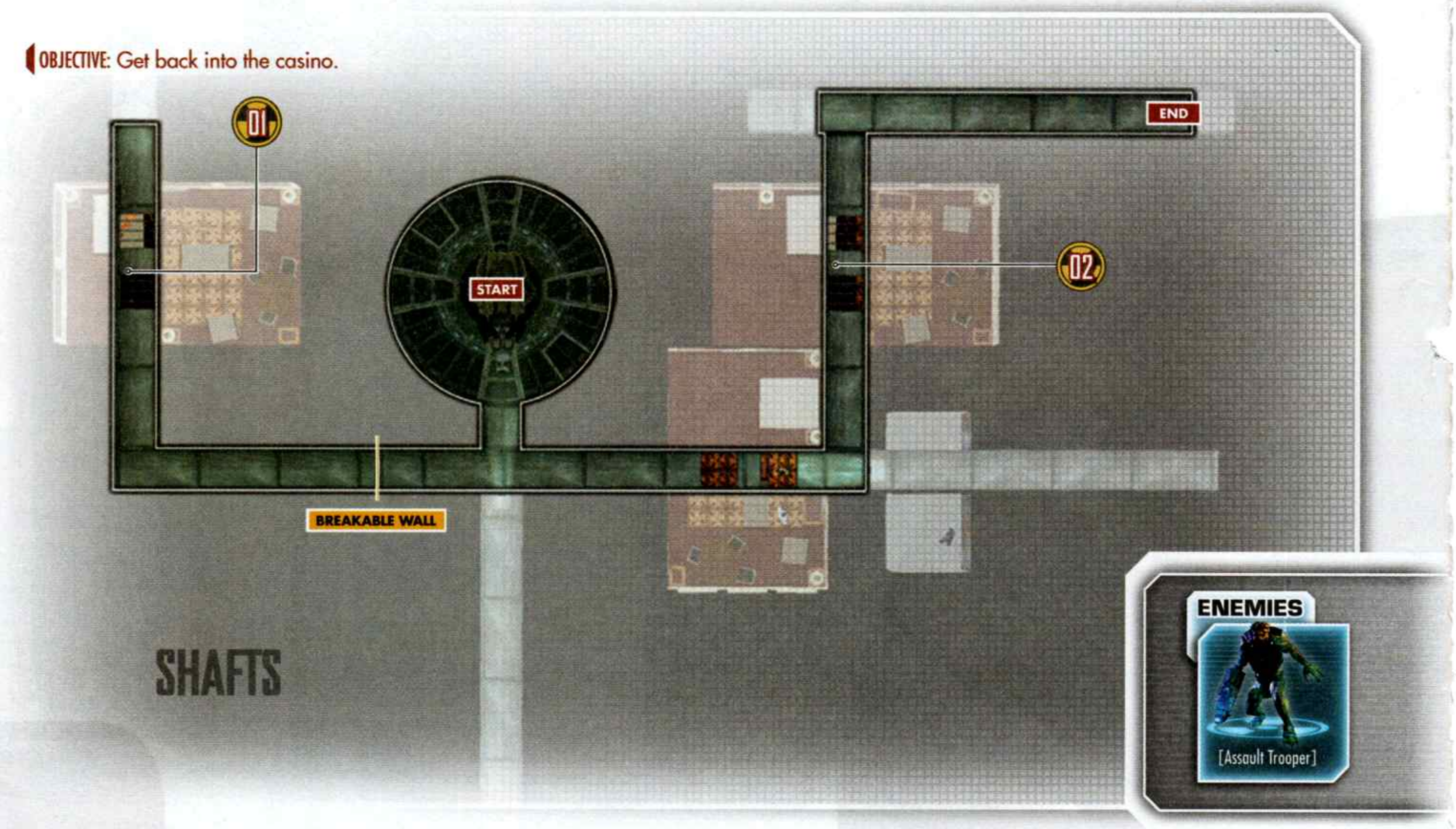
On lower difficulty settings, you can essentially take out everything (dropships, Assault Troopers, alien fighters, the works) all while also putting rounds into the alien mothership's beam armature. On harder difficulty settings, though, every enemy target requires more focused fire to take down, but you need to balance this against the constant worry of your turret overheating along with the threat of incoming alien fighters. Therefore, you must be more judicious about what you choose to shoot down and even how often you shoot.

Uh-oh...

Basically, you can safely ignore the dropships. Oh, sure, kill the Assault Troopers they're dropping off, but don't worry about the actual crafts. Try to destroy alien fighters before they inflict serious damage to Duke, while looking to chip away at the mothership's armature when you're sure an alien fighter isn't incoming. When an alien fighter is approaching, drop everything and focus all your attention on it. Most importantly, watch out for waves of alien fighters back-to-back. Don't relax and turn your attention back to the mothership just because you've taken out one or two fighters, as they'll occasionally sortie in waves of four or five!

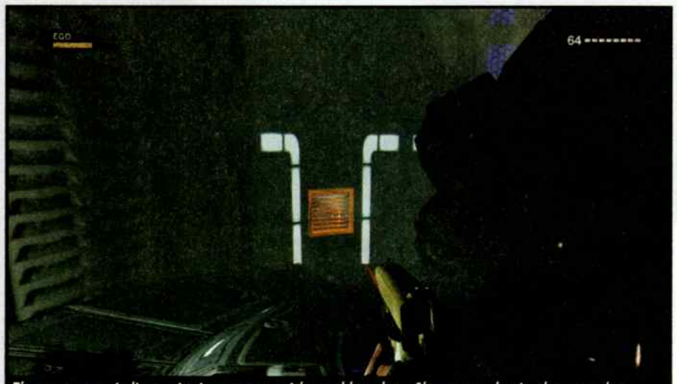
ESCAPING THE RUBBLE

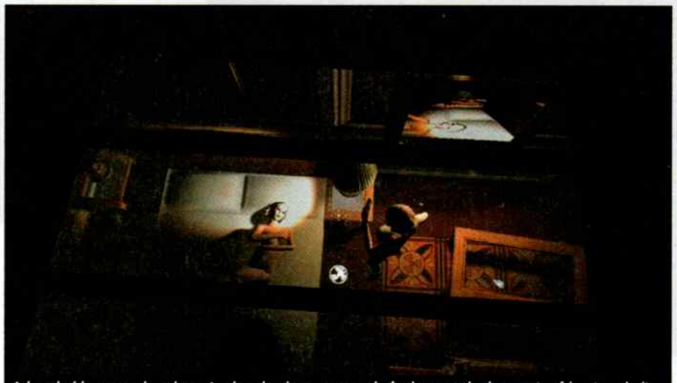
OBJECTIVE: Get back into the casino.



Destroying a city-sized flying craft just above an actual city isn't without consequences. The immediate aftermath of the mothership battle has left Duke trapped inside the damaged turret shaft, unsure of the status of the rest of his casino and hotel.

01 First things first: Duke needs to escape from the damaged shaft. A breakable vent cover leads into shafts that allow access back into the Lady Killer proper. From the vent entrance, turn left to find the exit, but take a moment to head right first. What looks like a dead-end is actually a slightly hidden area, which can be accessed by breaking a hidden cover.


The vent cover indicates its importance with a golden glow. Shoot or melee it, then crouch to access the vent shaft.

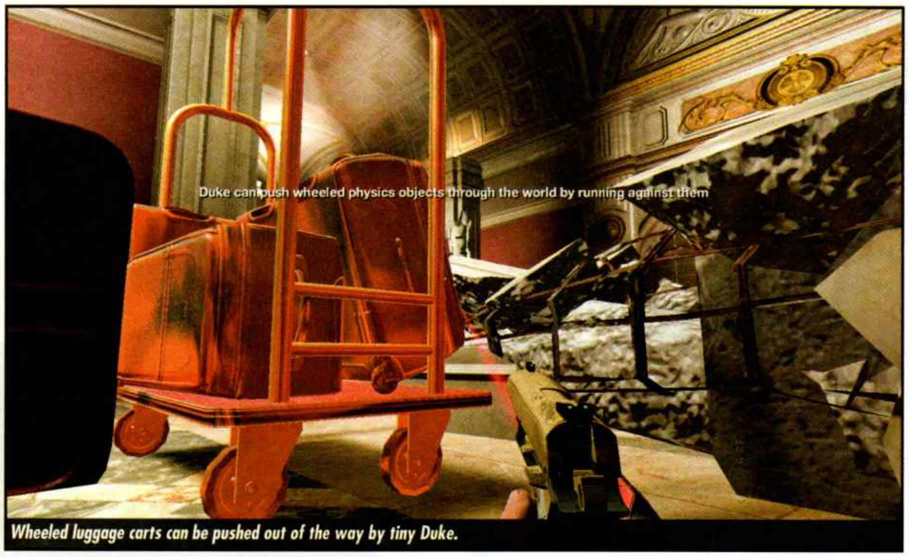

A breakable cover that doesn't glow leads to a vent shaft that overlooks a pair of luscious ladies who are apparently oblivious to the goings-on elsewhere in Vegas.

02 Along the path to the exit, you'll catch a glimpse of what's been happening. Aliens have fully infiltrated the casino and appear to be either killing or capturing all the humans.

This aggression will not stand, man.

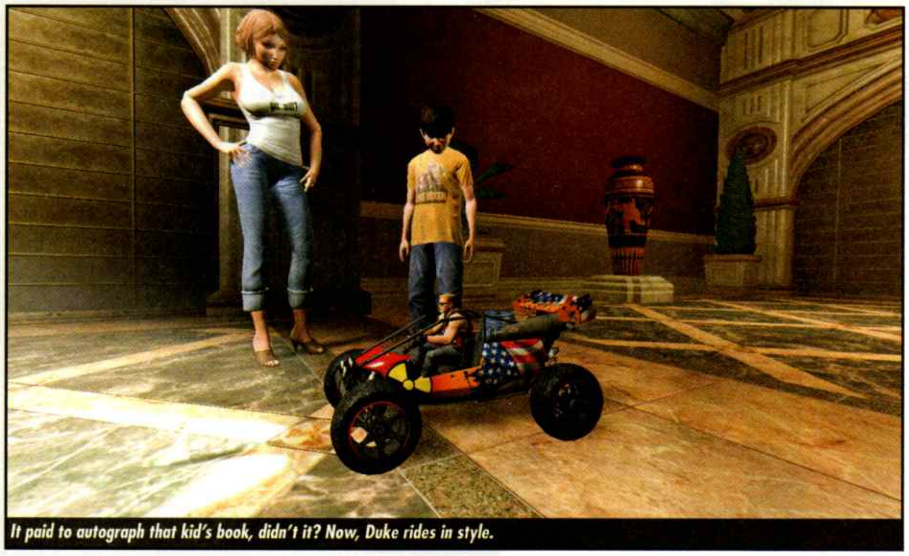
CHAPTER 04:

THE LADY KILLER


Duke can push wheeled physics objects through the world by running against them

Wheeled luggage carts can be pushed out of the way by tiny Duke.

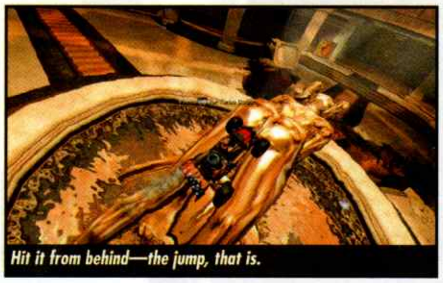
02 The aliens have strategically placed Shrink Pads just outside all the doors lining the casino and hotel floor. Their purpose is deeply insidious: by shrinking and disposing of all the able-bodied men, they can easily kidnap all the hot Earth babes. While shrunk, Duke's weapons will become little more than an irritation to full-sized foes, plus he runs the risk of being stomped to death. Discretion is the better part of valor while in a pint-sized pugilist state. You'll just have to make due until you can find a Particle Expander Pad, which will enable Duke to return to full size.



It paid to autograph that kid's book, didn't it? Now, Duke rides in style.

03 Becoming a living pocket rocket might be problematic as Duke tries to assess the situation in his casino, but the young fan he graced with an autograph back at the TV studio comes through with a bitchin' conveyance—an RC Car with racing flair! This zippy little toy is equipped with a powerful Turbo Boost, great for clearing big gaps. Many paintings and advertising sandwich boards are overturned or knocked off walls, creating perfect ramps for a racing Duke.

04 The central atrium was a luxurious three-tiered room, but now it is in the process of falling apart. Duke must ride from the third floor down to the ground floor by using stairs whenever possible. When that isn't an option, then he must utilize jumps. At the very bottom, a turbo boosted jump off of a tilted statue's upturned derriere is required to clear a blown-out gap in the floor.



Hit it from behind—the jump, that is.

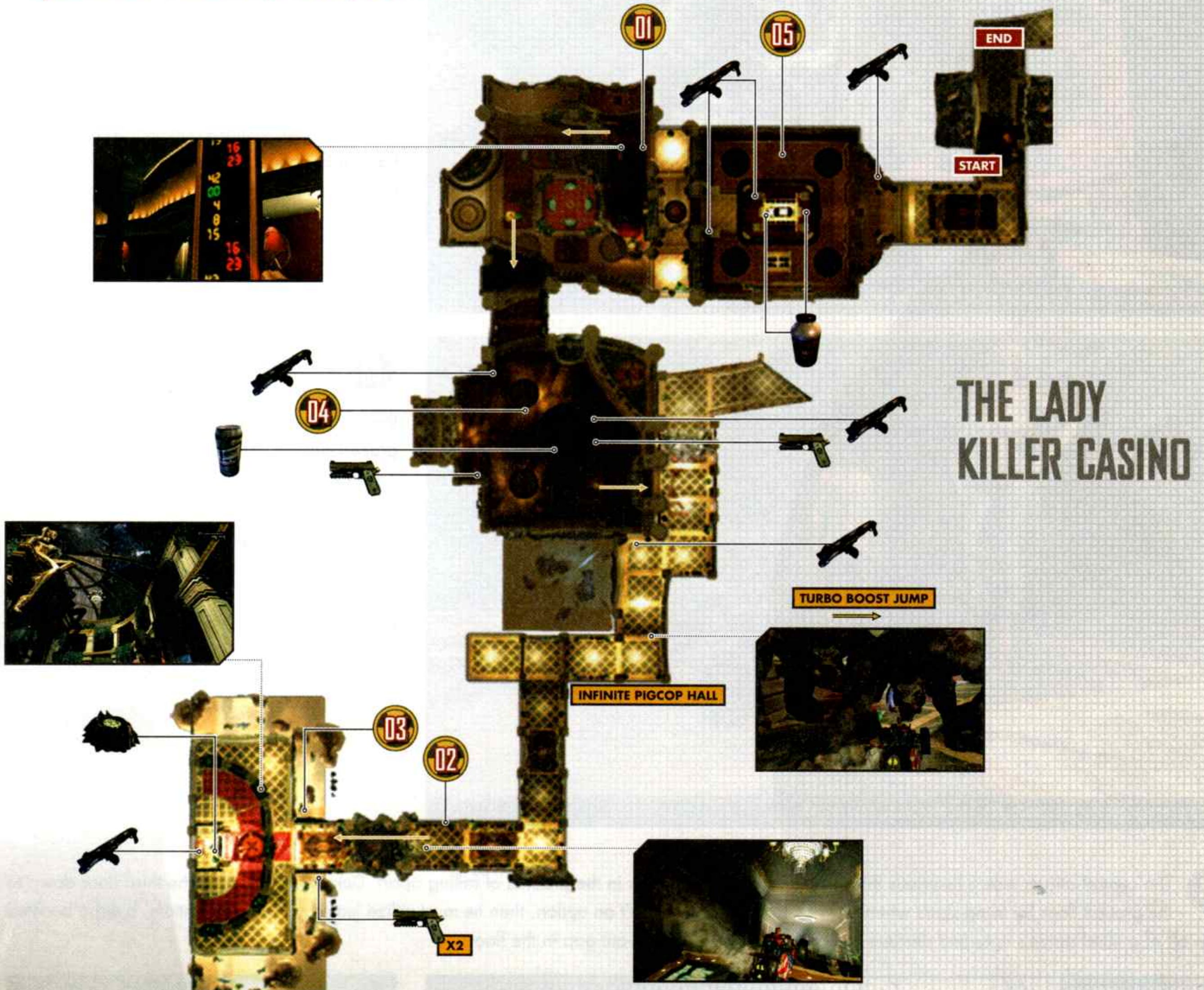
05 When Duke is shrunken down, enemies that are normally pedestrian, like Assault Troopers, become huge threats. Steer clear of towering aliens while undersized, but note that you can use Turbo Boost to drive into their feet, earning a brief reprieve from attacks while the enemy clutches its stubbed toes. The first segment of The Lady Killer ends after you successfully make the last jump.

TURBO BOOST KILL!

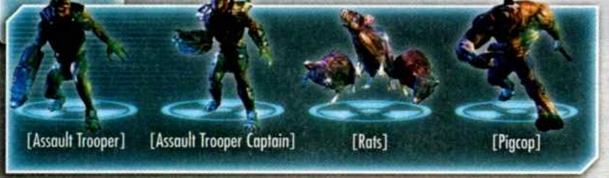
You can actually kill enemies if you manage to pull off a turbo boost jump and hit them right in their upper bodies!

THE LADY KILLER, PART 2

OBJECTIVE: Continue searching for a way to get unshrunk.


01
05
END
START
THE LADY KILLER CASINO
04
TURBO BOOST JUMP
INFINITE PIGCOP HALL
03
02
X2

ENEMIES


[Assault Trooper]
[Assault Trooper Captain]
[Rats]
[Pigcop]

WEAPONS AND EQUIPMENT

[Pistol]
[Shotgun]
[AT Laser]
[Beer]
[Steroids]

EGO BOOSTS

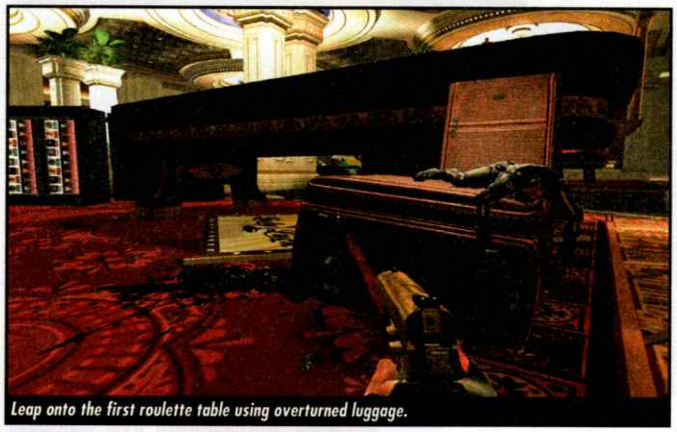
REQUIREMENT	TOTAL EGO BOOST
Win slot machine.	+2

TROPHIES & ACHIEVEMENTS

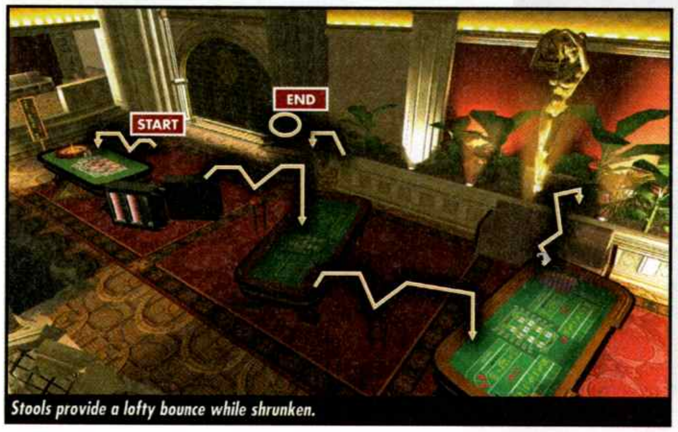
NAME	DESCRIPTION
Duke Angry Duke Smash	Kill 10 enemies with punches while on Steroids.

The second segment of this chapter picks up right where the last one left off. You've just completed a sick RC Car jump past the shark reef display in the casino. Duke is still tiny and still searching for answers.

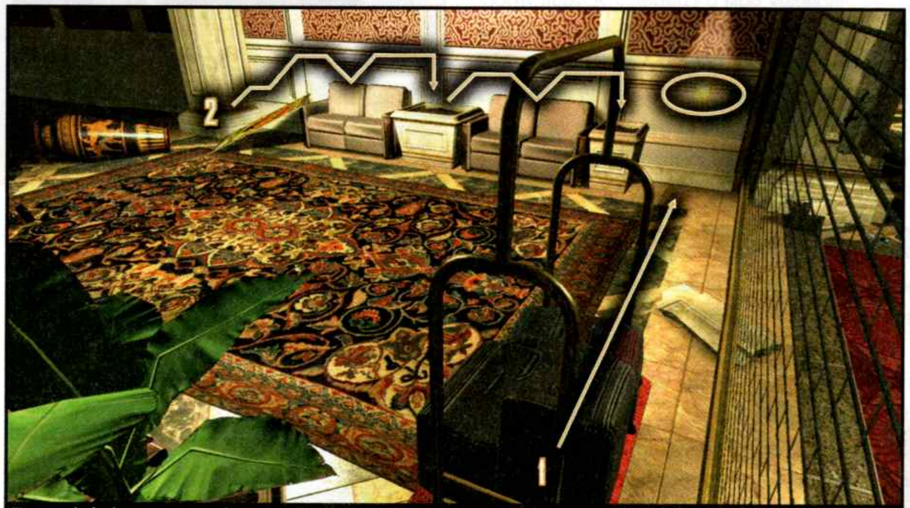
01 Drive past the Assault Troopers in the first big room and park at a shutter gate that's lowered too far for the RC Car to pass under, but not too far for shrunken Duke. The shutter switch is to the right of the gate at an ideal height for a normal person, but not so ideal for shrunken Duke. Reach the switch by climbing onto the closest roulette table, then using stools to bounce across to the other roulette table, then onto the couch and planters leading to the switch. Watch out for rats inside the planters—the only time rats are threatening is when they're the same size as Duke! After raising the shutter, drive the RC Car and boost off a jump to access the rest of the floor.



Leap onto the first roulette table using overturned luggage.



Stools provide a lofty bounce while shrunken.

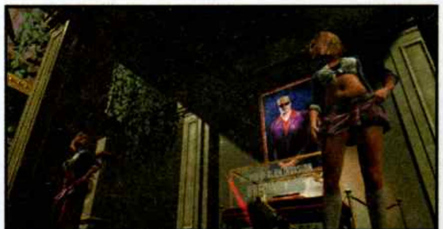


First, push the luggage cart so that it rests just underneath the fence switch. Then, run up the board and onto the couches, heading toward the switch.

02 The last hurrah for the RC Car comes during a jump that's slightly too far to handle. Duke just hangs on, though and finds an electronic fence blocking the path to an Earth Defense Force soldier who is looking after the Holsom twins. To open the fence, Duke will have to perform some tiny gymnastics.

Just like stools, couches add a bit of spring to Duke's shrunken step.

03 With the fence now open, Duke can access the Particle Expander Pad, which returns him to full size. Also present here, kept safe in a glass case, is the game's first shotgun. As Duke reunites with the Holsom twins, alien dropships crash the party and offload four waves of two Assault Troopers each. Duke's gotta protect his girls, so dust off the would-be alien kidnappers with the shotgun and Duke's golden pistol. Be aware that red-plated Assault Trooper Captains will teleport if they're injured, usually reappearing much closer to Duke or even behind him.

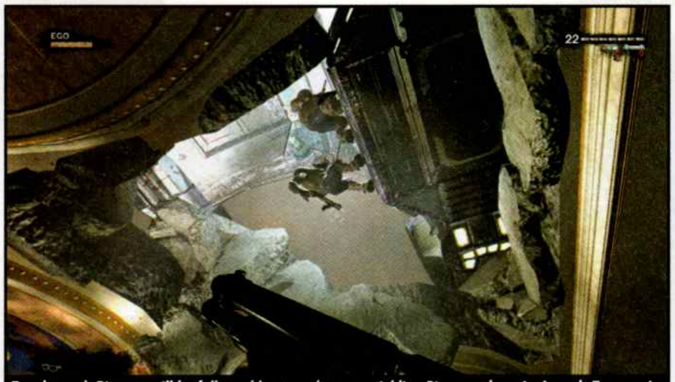

The Holsom twins flank the Particle Expander Pad and an emergency shotgun.

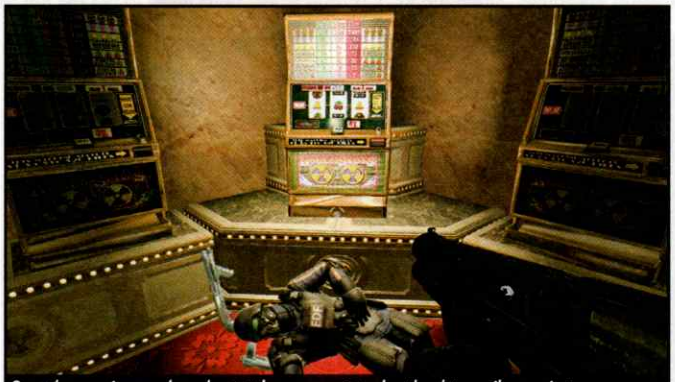
The shotgun is unmatched in brute strength up close, but lacks punch when used at a distance.

No matter how efficiently you dispose of the Assault Troopers, the aliens will eventually make off with Duke's most prized possessions—the twins.

04 The kidnapping of the twins (that was definitely strike three, aliens!) means it's time to backtrack through the area you just explored via RC Car, but this time at full size and packing outrageous firepower. Retracing your steps won't be as peaceful as the car ride here; shutters have closed in a few places and before you can pry them open, you must clear some rooms of encroaching baddies.

In this room, the ceiling gives way, allowing waves of Pigcops and Assault Troopers to spill into the casino. After they're all dead, the shutter blocking the way north can be pried open.


Two berserk Pigcops will be followed by two shotgun-wielding Pigcops, then six Assault Troopers! Grab the Beer from the center of the area and chug it down for a defense boost if needed.


Once the enemies are cleared out, take a moment to play the slots until you win to score an ***Ego boost!***

05 Remember the first room where you had to drive helplessly past a couple of Assault Troopers? That's the site of the last stand for this part of the chapter. On the return trip, you'll find three shotguns scattered around the room and not one, but two bottles of Duke-brand Steroids! The fighting here is even more fast and furious than in the last room with the collapsing ceiling, as eventually six berserk Pigcops and six Assault Troopers will flood in from above. As before, once they're all put down, you can pry open the eastern shutter and proceed to the last portion of The Lady Killer.

The enemies here drop down from above. If you can defeat them early, more power to you, but don't neglect the enemies that are already at ground level.

BE WISE

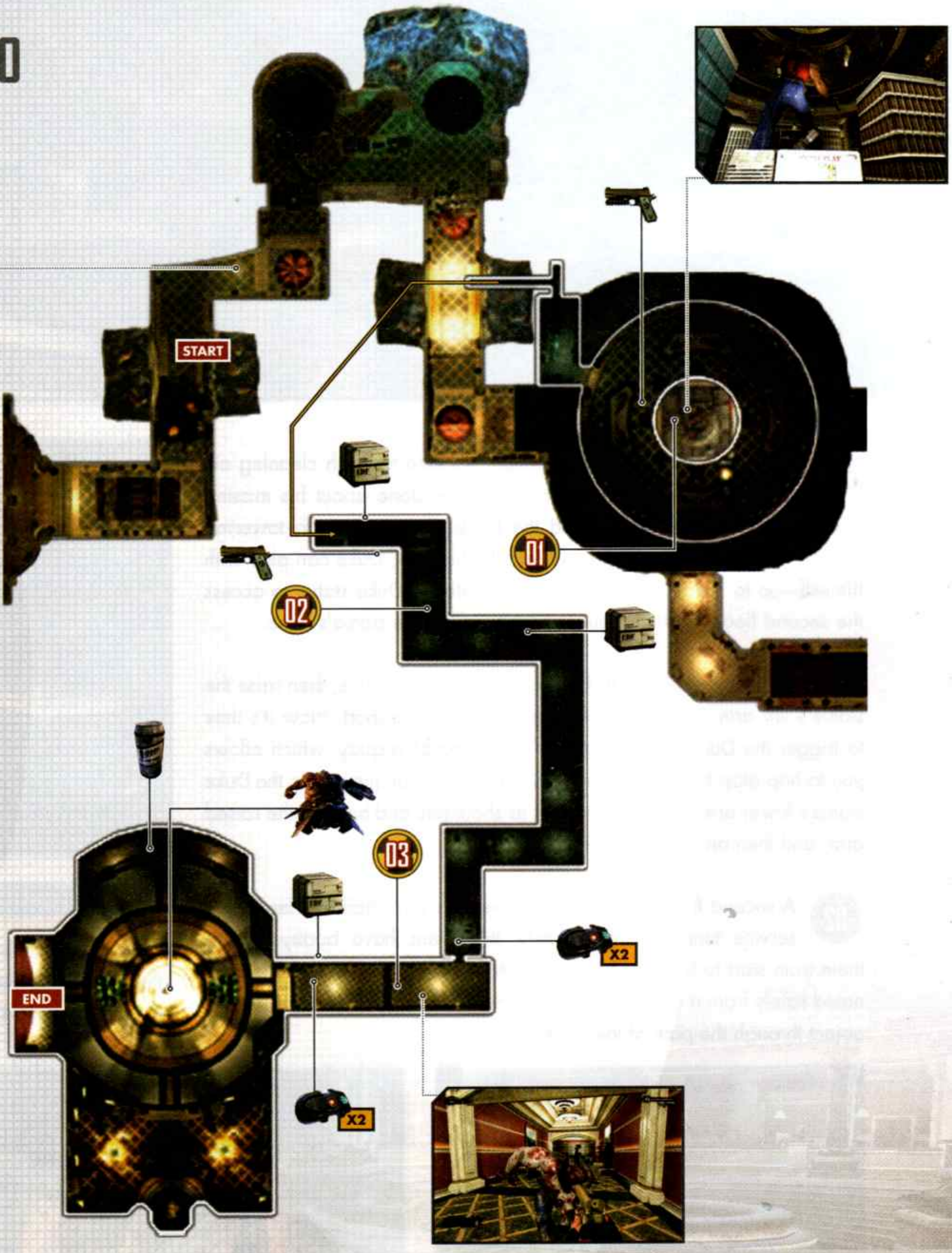
Try to avoid accidentally walking over a spare shotgun if you're not low on ammo. It's best to pick up weapons only when you need them, so extra rounds aren't being lost into the ether.

Think of the room like a circuit and move forward in laps around its perimeter while clearing out the alien scum. This is better than backpedaling away from enemies, as you may bump into a Pigcop. Of course, you can also just pop both bottles of Steroids and beat everything into the ground, ensuring that you finish the "Duke Angry, Duke Smash!" **Achievement/Trophy.**

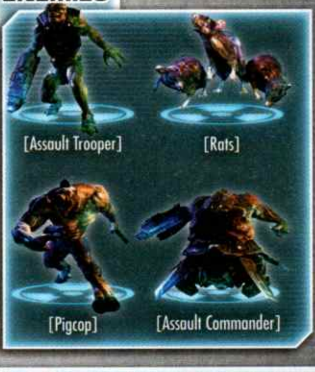
THE LADY KILLER, PART 3

OBJECTIVE: Search for Duke's chicks!

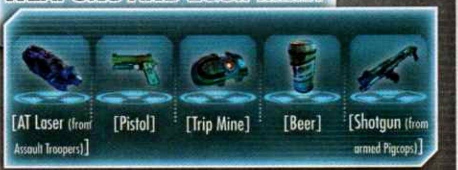
THE LADY KILLER CASINO


START
01
02
03
X2
X2
END

ENEMIES


[Assault Trooper]
[Rats]
[Pigcop]
[Assault Commander]

WEAPONS AND EQUIPMENT

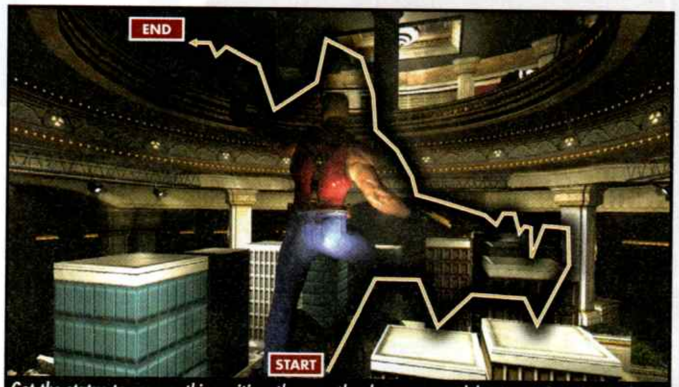

[AT Laser (from Assault Troopers)]
[Pistol]
[Trip Mine]
[Beer]
[Shotgun (from armed Pigcops)]

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Hippy Stomper	Foot stomp 12 creatures.
Trapper	Kill 10 aliens with Trip Mines.
Sticky Bomb Like You	Put a Trip Mine on a live enemy.
Full Body Tourettes (PS3)/ FBT (360)	Get knocked down 10 times.

01 Back at full size and full strength, it's time to finish cleaning out Duke's casino before anything can be done about his missing babes. The first time you passed the Duke statue, it was a towering monolith you couldn't interact with at all. This time, Duke can play with himself—so to speak. You need to climb onto the Duke statue to access the second floor, but this requires repositioning the statue's pose.

To do so, turn the statue so its back is facing the real Duke, then raise the statue's left arm up as high as possible (see screenshot). Now it's time to trigger the Duke statue exhibit's "alien attack" display, which allows you to hop atop the skyscrapers. From here, you can jump onto the Duke statue's lower arm and clamber over its shoulders and head to the raised arm, and then on to the second floor.

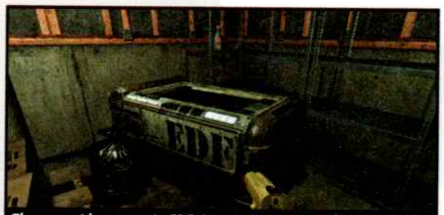


Get the statue to assume this position, then use the skyscraper models as stepping stones. Follow the path outlined here to access the next floor.

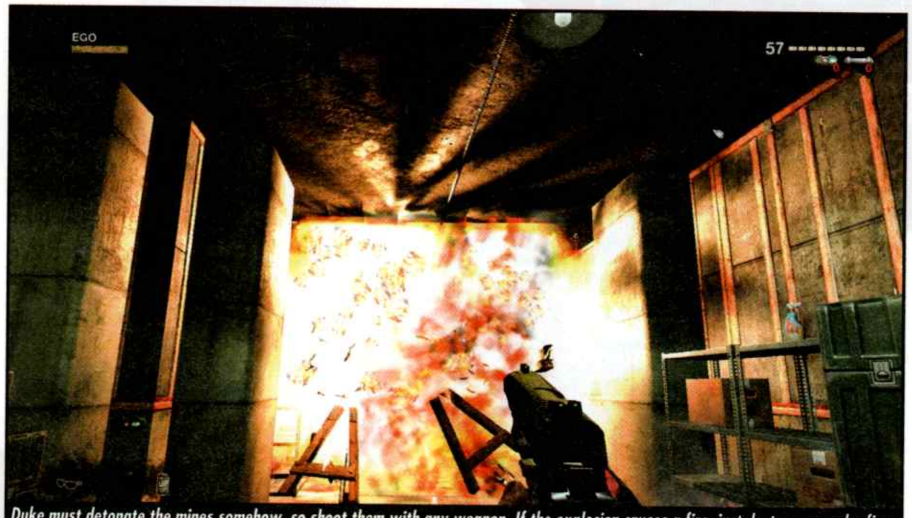
02 A second floor storage closet reveals a vent shaft that leads into service tunnels. Unfortunately, the aliens have booby-trapped them from start to finish with laser Trip Mines. These mines can be detonated safely from a distance by shooting the mines directly, or tossing an object through the path of the beam.

HIPPY-STOMPER

There are quite a few rats in this area. If you opt to stomp the rats rather than toss them into the Trip Mine beams, you'll earn progress toward the "Hippy Stomper" Achievement/Trophy.



These corridors contain EDF Ammo Crates, your first encounter with them. These boxes of bounty allow you to replenish ammo for Duke's two primary weapons as often as you like.

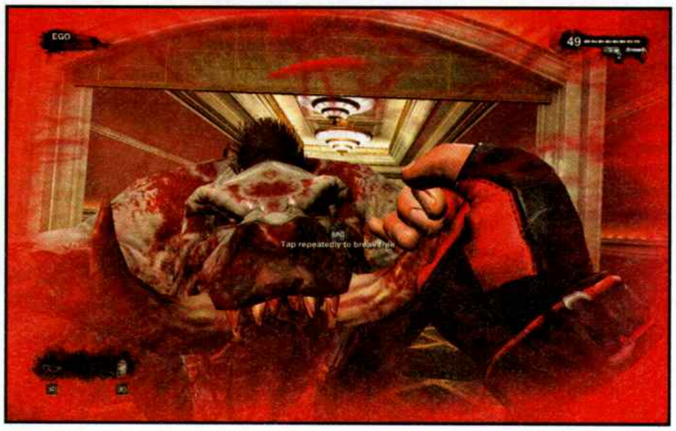


Duke must detonate the mines somehow, so shoot them with any weapon. If the explosion causes a fire, just destroy a nearby fire extinguisher to progress.

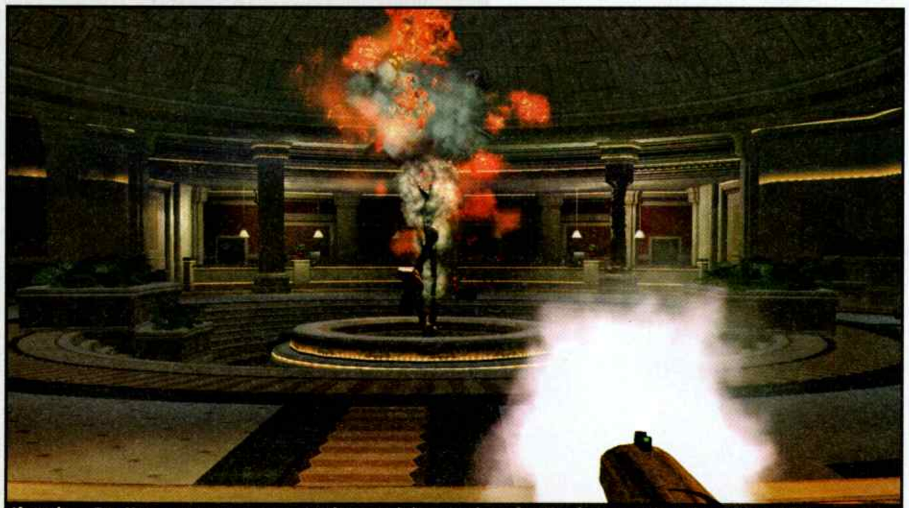
03 Having just acquired your first Trip Mines, now is a good time to get acquainted with using them. Duke will be greeted by a lone berserk Pigcop in the next room, followed by a group of Pigcops. If you plan to use Trip Mines against them, then set them up right away as they require a few seconds to activate. There are **Achievements/Trophies** to unlock both for killing 10 total enemies with Trip Mines and for sticking a Trip Mine to a live enemy.

TRICKY TRIP MINES

Note that if you place a Trip Mine on a charging Pigcop, you're just going to create a hazard to Duke's health as well. That porky foe won't stop charging until the mine detonates!



The EDF soldiers see their small talk around Duke disturbed by the arrival of an Assault Commander. Assault Commanders are the highest-ranking soldiers in the Cycloid army, and they are capable of mutating human troops into Pigcop swine. The EDF soldiers are no match for Assault Commanders and the two EDF soldiers are instantly transmogrified into shotgun-packing Pigcops. Duke Nukem is more than a match for the alien commander, though. The Assault Commander will attack primarily by firing missiles from its bottom, plus it will occasionally mix in a charging blade attack that is capable of knocking down Duke on contact.

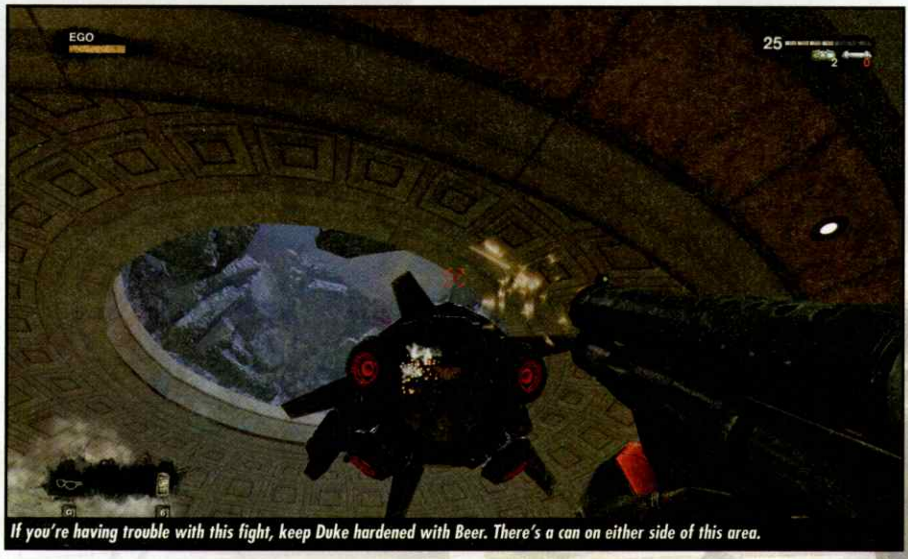


If you have Trip Mines remaining, toss one at the ground close to where the Assault Commander is hovering to inflict some heavy damage.

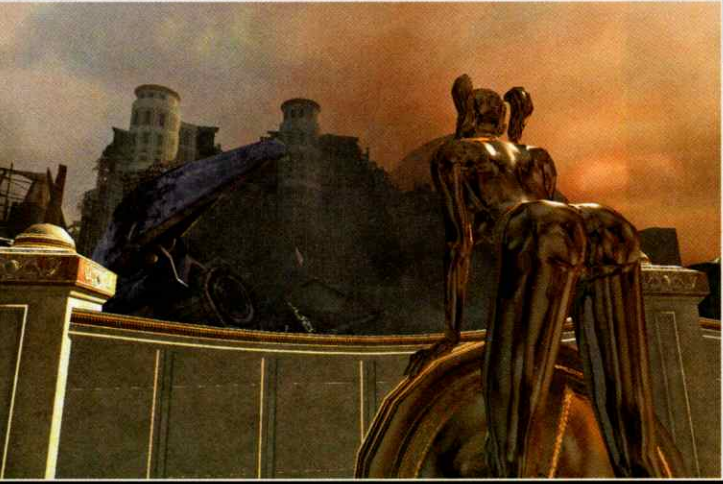
First, however, focus on eliminating the shotgun-toting Pigcops. Disposing of these foes means you won't get caught too close to one while strafing around the Assault Commander's rockets.

On his own, the fight with the Assault Commander is manageable as long as you stay on the move. Strafe one direction or the other continuously in the open spaces, keeping the enemy in your sights, and the Assault Commander will miss with his rocket blasts.

This fight presents a good opportunity to unlock the "FBT/Full Body Tourettes" Achievement/Trophy. Allow the Commander to knock Duke down with his spinning blade charge. Duke will eat floor and you'll be one tumble closer to the Achievement. Remember to give Duke's Ego time to recharge in between takedowns.



If you're having trouble with this fight, keep Duke hardened with Beer. There's a can on either side of this area.



FDF
FDF

IT'S SO BIG!!!
Fellat

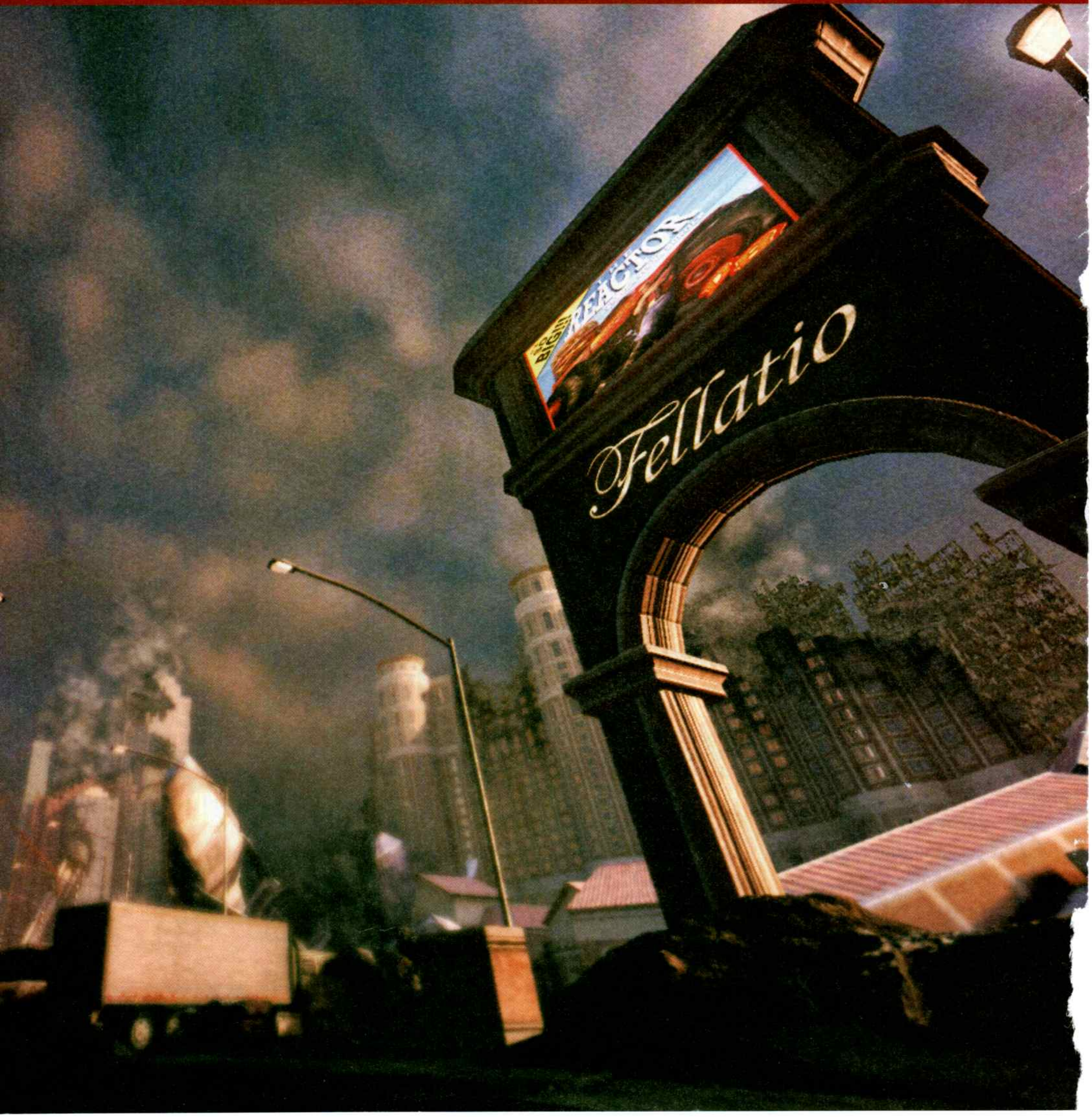
ESCAPE FROM LAS VEGAS

"SCREW THE DAM, WHERE ARE THEY TAKIN' OUR CHICKS?"

As General Graves briefed Duke at the end of the previous chapter, the aliens are pushing on two diabolical fronts. For one, they've taken Hoover Dam and are using its hydroelectric power to open a wormhole in the sky, allowing aliens to continue pouring through to Earth despite Duke's destruction of their mothership. But, what's worse is that the aliens are kidnapping Earth women and taking them to the Duke Dome, for reasons so far unknown. Duke's a red-blooded, able-bodied American man and no matter how awesome he is, he can still only be at once place at a time, so the choice is obvious—Duke's going for the chicks!

CHAPTER 05:

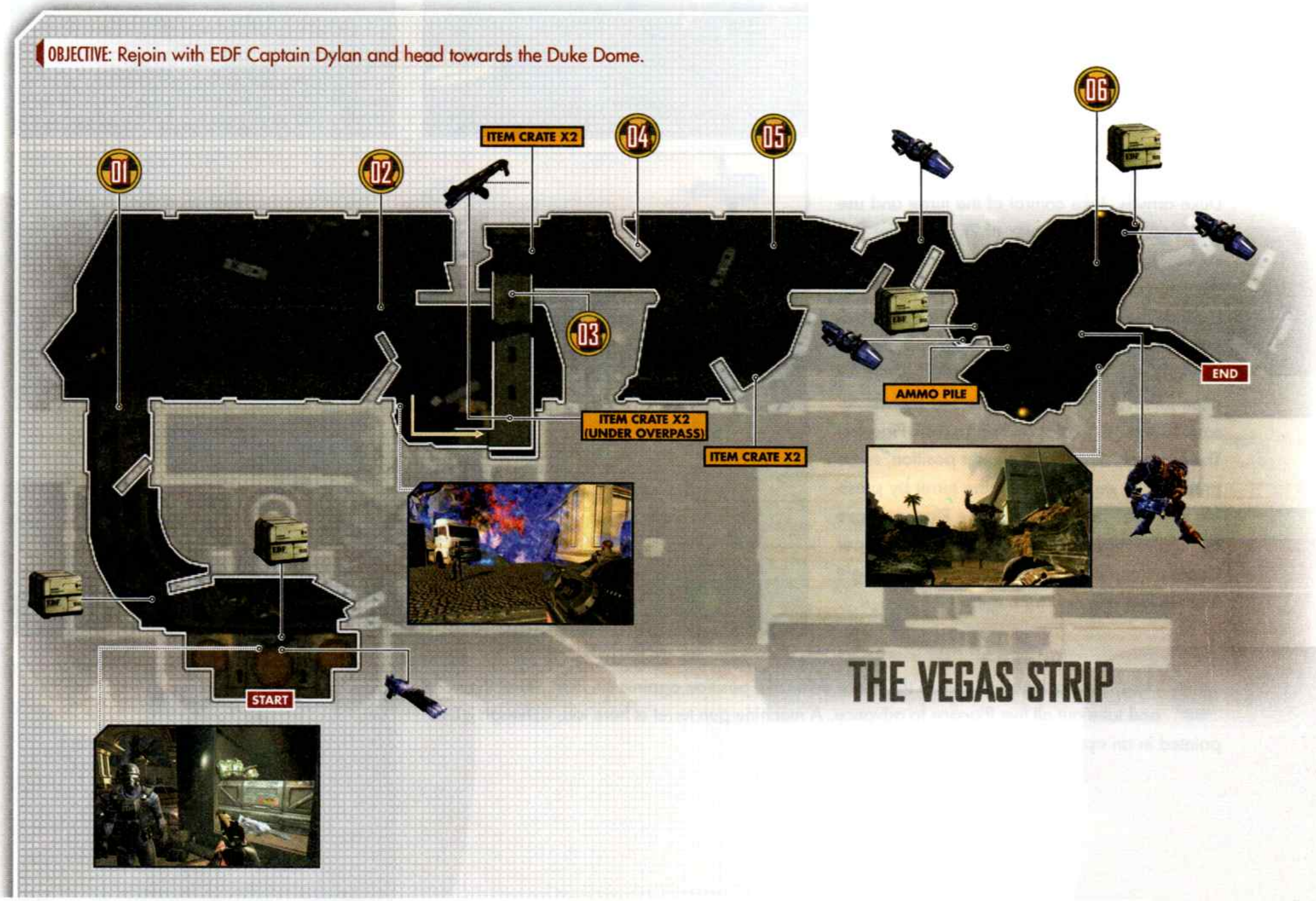
VEGAS IN RUIN



BIG!!!
REACTOR
Fellatio

GEARS OF DUKE

OBJECTIVE: Rejoin with EDF Captain Dylan and head towards the Duke Dome.


01
02
ITEM CRATE X2
04
05
06
03
ITEM CRATE X2 (UNDER OVERPASS)
ITEM CRATE X2
AMMO PILE
END
START
THE VEGAS STRIP

ENEMIES

[Pigcop]
[Assault Trooper Captain]
[Assault Trooper]
[Pigcop Captain]
[Battlelord]

WEAPONS AND EQUIPMENT

[Ripper]
[AT Captain Laser (from Assault Trooper Captains)]
[Pipe Bomb]
[Trip Mine]
[Steroids]
[RPG]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Kill Battlelord	+3

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Bucket Head	Find all three helmets in the single-player campaign (first of three is at the beginning of this chapter).
Pit Champion	Defeat the Battlelord in Las Vegas.

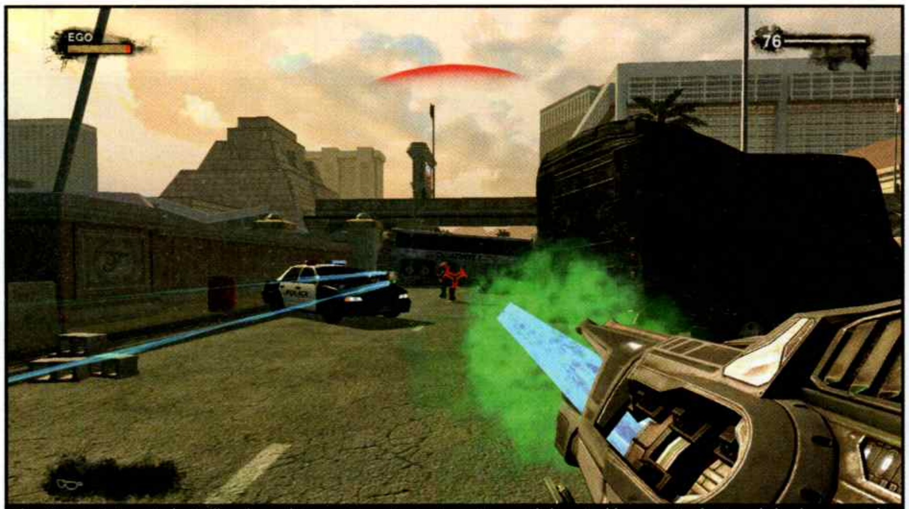
Just outside his casino Duke meets up with Dylan, an EDF specialist brought in by General Graves because of his experience with Duke and his zeal as a soldier. It's just outside the casino that you'll fully begin to appreciate the devastation caused by the initial alien attack and the subsequent crash of the mothership. And, while the alien mothership may be down, plenty of aliens remain on the ground with lots of surviving alien aircraft providing cover.

01 First things first, after rejecting some boring green armor, you get to try out the Ripper machine gun. While the Shotgun shines at close range and the Pistol is great for fewer targets at any range, the Ripper excels at taking down larger numbers of enemies at mid-range.

The EDF have established a defensive position at the throat of the first intersection, but the machine gun turret operator gets killed just as Duke arrives. Take control of the turret and use it to destroy a few waves of Pigcops. The first six Pigcops are armed and take cover behind the vehicles in the area. Shoot the cars until they explode to dispose of any Pigcops foolishly hiding nearby. After six armed Pigcops are destroyed, an alien dropship arrives to bolster the alien forces. Duke will get attacked by two Assault Trooper Captains and six berserk Pigcops! The Pigcops will rush the gunner position, so be prepared to step back from the turret by pressing the "use" button again if the Pigcops move out of the turret's range. The Assault Trooper Captains carry AT Captain Lasers—you might want to loot one and try it out.

Dylan is here to help Duke bring the pain.

Release the trigger every once in a while to allow the machine gun to cool off and you should have no problems making pulled pork out of the Pigcops.



The AT Captain Laser is basically a laser chaingun. It requires spin-up time, and the actual laser projectiles travel slowly compared to bullet-based weapons like the Ripper. This makes the AT Captain Laser best suited for unloading on groups of enemies.

02 Here, several Pigcops take up their own defensive position against the EDF. Storm the point and take out all five Pigcops to advance. A machine gun turret is here too, although it's not pointed in an optimal direction for this firefight.

03 Dylan moves forward, leaving Duke with Private Jenkins. Unfortunately, the Private is a little too eager to rush forward. At the drop-off to reach a new section of the road, a dropship arrives and offloads two Assault Trooper Captains and Private Jenkins bites the dust. At the bottom of the drop-off, Duke discovers some Pipe Bombs.

Jenkins!!

PIPE BOMBS

Pipe Bombs are explosives that are triggered remotely with a key ring detonator. These powerful weapons can be used as grenades (simply throw them at targets and detonate immediately), or as traps (toss them and detonate remotely at a desired time), or they can be used to enhance existing traps. For example, placing a Pipe Bomb near a Trip Mine and then leaving the Pipe Bomb active, creates a much more powerful trap. If something sets off the Trip Mine, it will detonate the Pipe Bomb. A few important notes about Pipe Bombs follow:

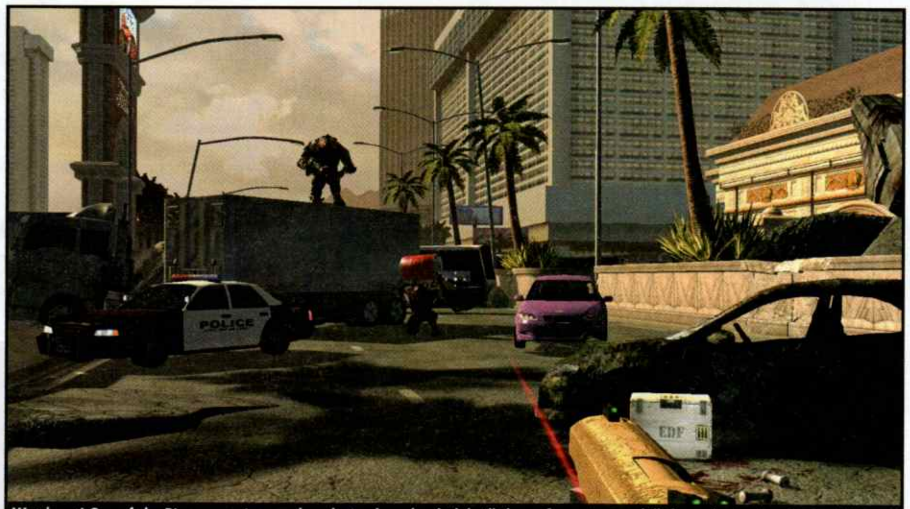
You can carry up to four Pipe Bombs and four Trip Mines at one time.

You can place up to 10 explosives into the environment at once (any combination of Trip Mines and Pipe Bombs, up to 10). Tossing another explosive into the environment causes the first thrown explosive to disappear.

You can bounce Pipe Bombs (and other explosives) off Bounce Pads. They will follow the same trajectory that Duke would if he jumped on a pad.

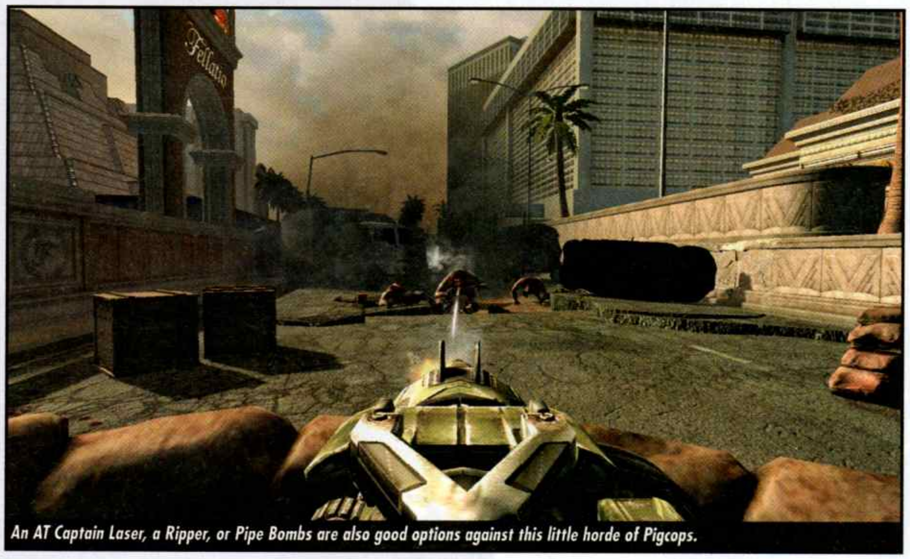
Ammo Piles will instantly refill Pipe Bombs and Trip Mines to four each.

A red Pipe Bomb warning indicator appears when a live Pipe Bomb is dangerously close.



Watch out! One of the Pigcops carries a red explosive barrel, which he'll throw for an instant kill if you don't shoot it out of his hands first. Or, you can cause it to explode (along with him) by tossing a Pipe Bomb at him.

04 You've acquired Pipe Bombs just in time to face the strongest enemy firepower yet. A Pigcop Captain stands atop a ruined vehicle, drawing down on Duke with an RPG! Meanwhile, two Pigcops and two Assault Trooper Captains attack from the ground.



An AT Captain Laser, a Ripper, or Pipe Bombs are also good options against this little horde of Pigcops.

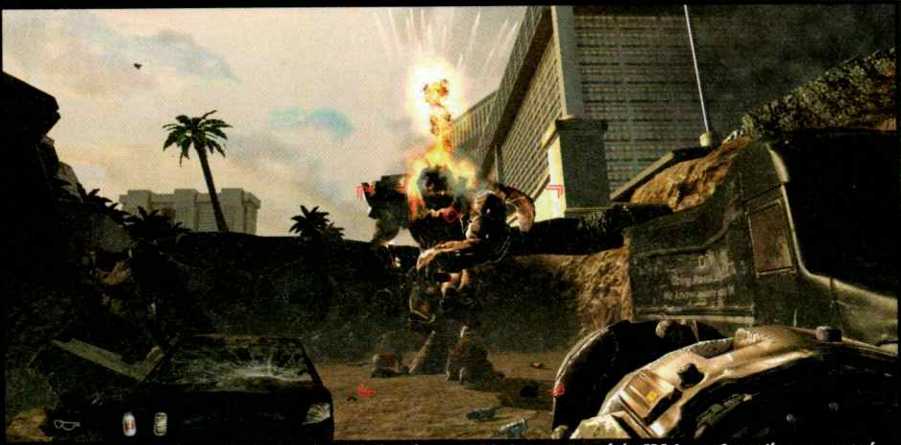
05 Several berserk Pigcops begin an assault here. While the machine gun turret is a definite option, it's also easy to get overrun by these foes on harder difficulty settings. Start by throwing a Pipe Bomb at the first group before taking to the turret and be ready to step away from it and switch to your primary weapons if things get too hectic. Don't forget that melee is an option against Pigcops, especially if you get caught reloading against several foes at once. Be ready to win a strength tap if Duke and a Pigcop start to grapple.

06 This open area contains two Ammo Crates and one Ammo Pile. These EDF resources can be used to resupply your ammo and explosive equipment indefinitely. Make sure one of your weapons is an RPG and talk to the EDF soldiers to trigger an extended firefight against multiple waves of alien scum. All told, six Pigcops, three Pigcop Captains, and two Assault Trooper Captains will arrive, all ready to be fed to Duke's RPG. Be generous with your explosives—set traps with Trip Mines, toss Pipe Bombs into groups of enemies, and use the RPG to wipe out stragglers.

With an Ammo Pile nearby and two Ammo Crates, you can stay stocked on RPG rockets, Trip Mines, and Pipe Bombs without fear of running out. Take advantage by setting traps where the enemies will rappel in from their dropships.

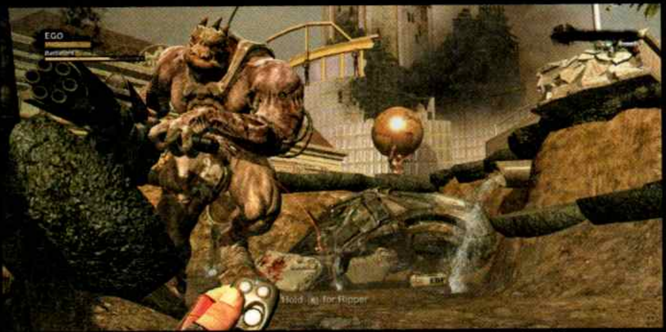
BATTLELORD

Once all the lesser aliens are cleared out, a giant Battlelord will arrive. This enormous alien warrior carries a huge machine gun, capable of intense firepower. It also rushes forward and kicks cars toward Duke when they're in the way. The Battlelord's enormous gun also has an attachment that fires homing mortars. At first, the boss won't use this attack and instead will only charge, kick cars, or fire its gun. After the Battlelord loses about one-fourth of its health, it will occasionally launch homing mortars. Beware, as these projectiles can track Duke even when he's behind cover or the central pillar! When the Battlelord has about half of its health remaining, it'll fire homing mortars constantly.



The most direct way to damage the Battlelord is with shots from an RPG. Sprint to one of the EDF Ammo Crates if you run out of rocket-propelled grenades.

Dance around the central pillar, keeping the Battlelord just out of sight except when you want to pop out and fire an RPG rocket. You can also use Pipe Bombs and Trip Mines liberally to set traps that the Battlelord is guaranteed to walk into. Don't bother with the Pistol, Shotgun, or Ripper…only explosives can inflict damage against this boss.



If you can hide behind the central pillar long enough, you can set traps using Trip Mines and Pipe Bombs while the Battlelord searches for Duke.

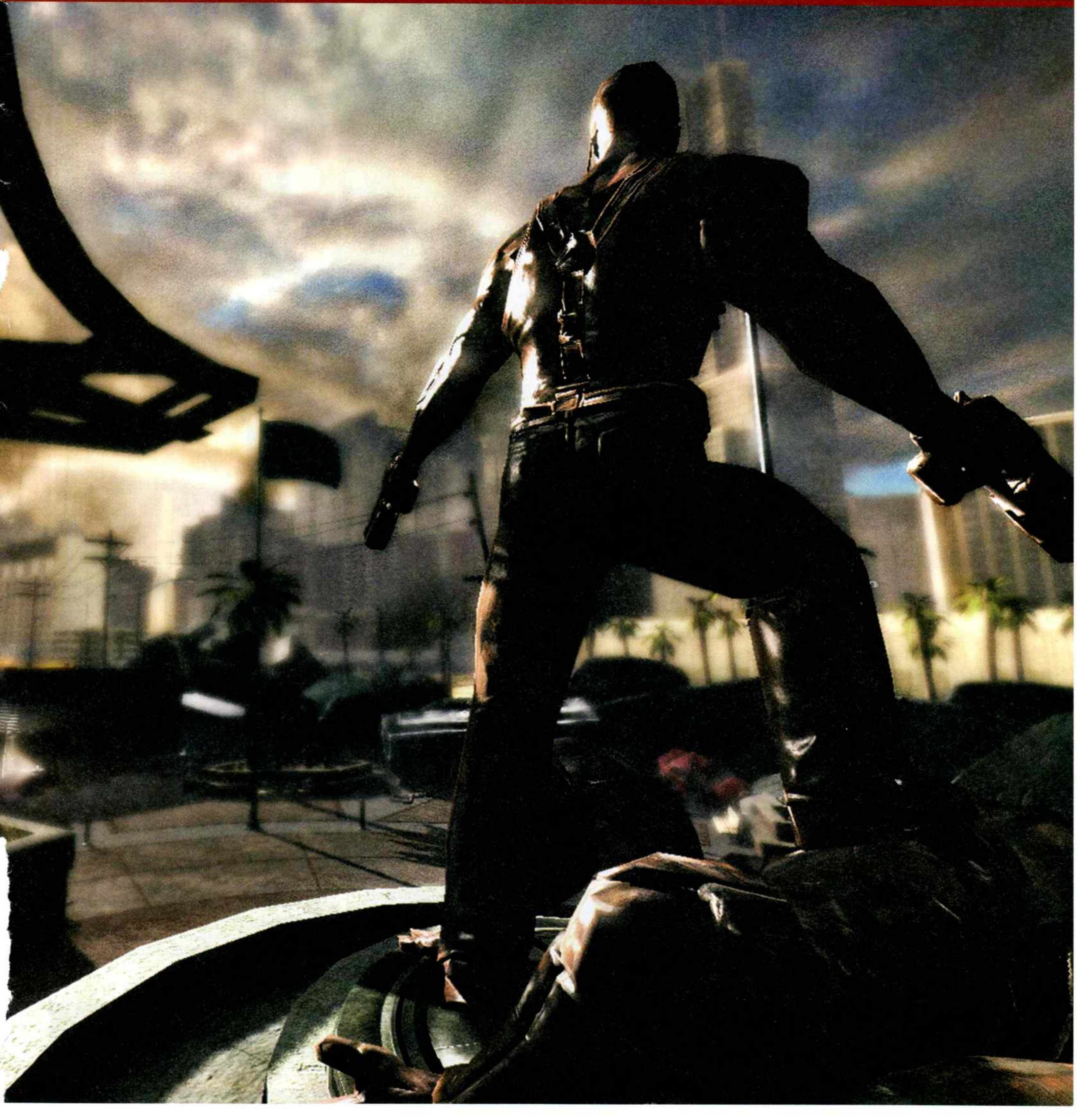
Once the Battlelord's health has been totally drained, it will collapse. Now it's time to approach and enter the "use" command to initiate a strength tap. Complete it successfully and Duke will break off and jam one of the creature's horns into its eye, which opens the way to land a knockout humiliation blow on the creature's tenders. Upon defeating the Battlelord, you'll gain an **Ego boost** and a **Trophy/Achievement** and finish the chapter. The Duke Dome is nearby…

If you fail the strength tap, the Battlelord will regain approximately one-fourth of its health. Don't fail the strength tap!

EGO
Battlelord
64

CHAPTER 06:

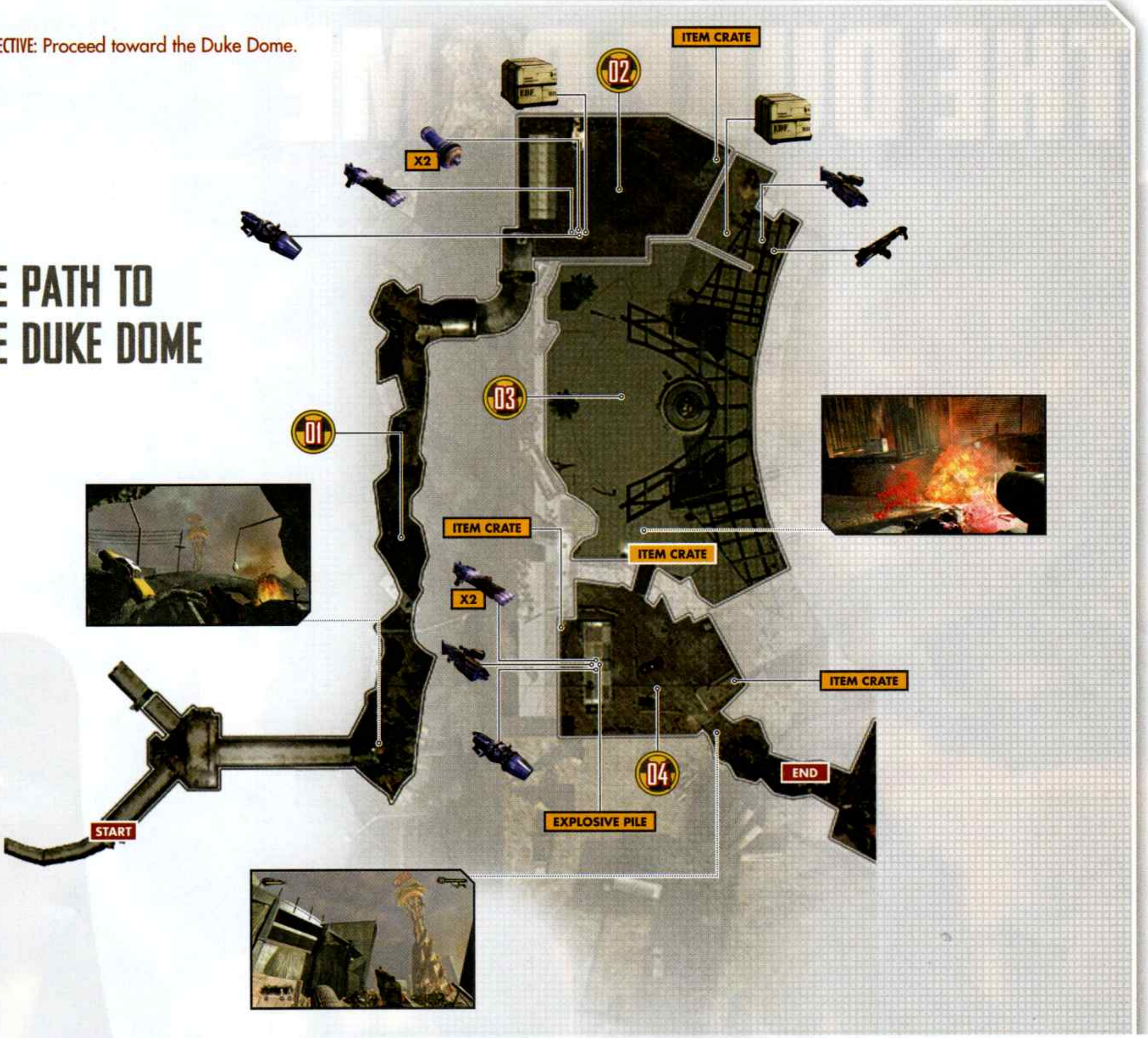
THE DUKE DOME



THE DUKE DOME, PART 1

OBJECTIVE: Proceed toward the Duke Dome.

THE PATH TO THE DUKE DOME



ITEM CRATE
02
X2
03
01
ITEM CRATE
ITEM CRATE
X2
ITEM CRATE
04
END
EXPLOSIVE PILE
START

After the Battlelord boss fight, Captain Dylan blows open the hatch blocking the way ahead, which is through an oversized sewage pipe. The Duke Dome lies in this direction, but Duke must wade through crap and a construction yard to get there.

ENEMIES

[Pigcop]
[Assault Trooper]
[Assault Trooper Captain]
[Pigcop Captain]

WEAPONS AND EQUIPMENT

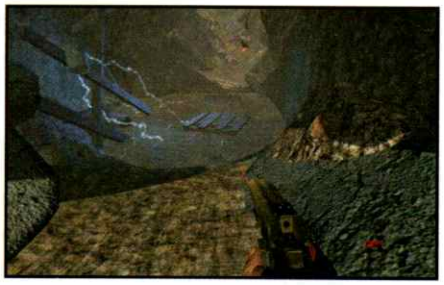
[Beer]
[Pipe Bomb]
[RPG]
[Ripper]
[Railgun]
[Shotgun]
[AT Captain Laser]
[Trip Mine]
[Steroids]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Make a scanned copy of Duke's butt.	+1

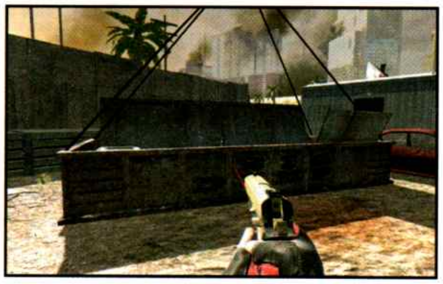
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Call Waiting	Listen to all phone messages.



01 The beginning of this chapter involves exiting the sewers you entered at the end of "Vegas in Ruin." The first task involves getting past water that's periodically electrified from a downed power line. Wait for the sparks to disappear before jumping from one wooden palette to the next. Next, you must shoot the fire extinguisher on a deceased man's back to extinguish the fire from a tunnel entrance. A lengthy ladder climb later and Duke returns to terra firma.

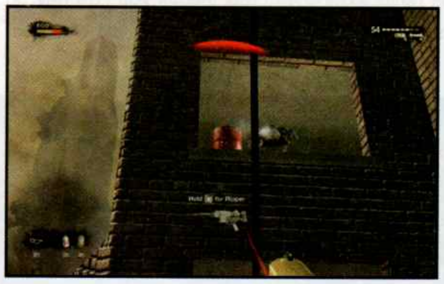
Before you move on, though, note the red explosive barrel in the trench near the start. Carry it back to the first room and set it down, jump atop it, then leap onto a pipe. Up here, the first Railgun can be found!

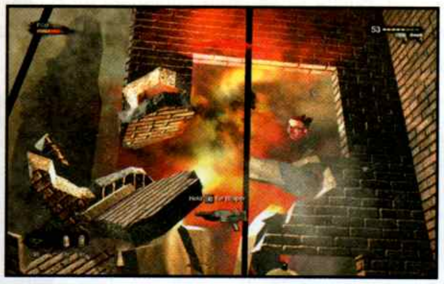


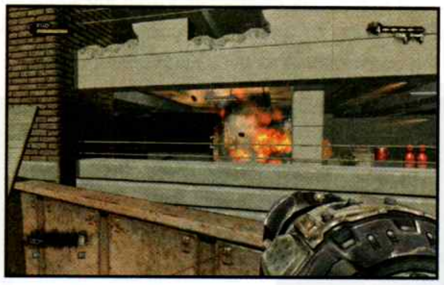
02 Two survivors of the invasion offer to help Duke reach the Duke Dome by having him hauled over in a dumpster hooked to a crane, but an Assault Commander interrupts the action just as Duke is ready to ride. Now Duke's purpose aboard the dumpster simply centers on staying alive. He will come under fire from aliens and Pigcops hiding inside the nearby parking garage; take advantage of the Ammo Crate positioned in the dumpster. This allows you to rain RPG rockets (or Railgun rounds, if you picked up the hidden Railgun at the beginning) onto the adversaries without worrying about running out.

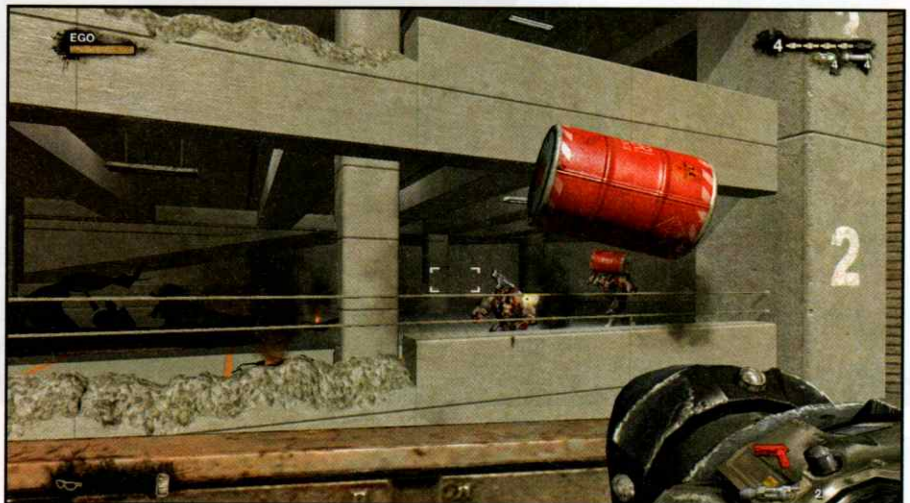
The dumpster's first stop pits Duke against three Assault Troopers in the parking garage and one Pigcop in the building to the left. The Pigcop lacks the presence of mind to avoid standing next to an explosive barrel, so show him the error of his ways.

Next, a black van arrives carrying aliens, along with some others coming in from the sides. Liberal application of rockets should clear this floor (Assault Troopers cannot withstand heavy weaponry).





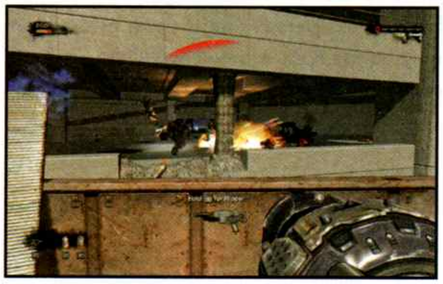


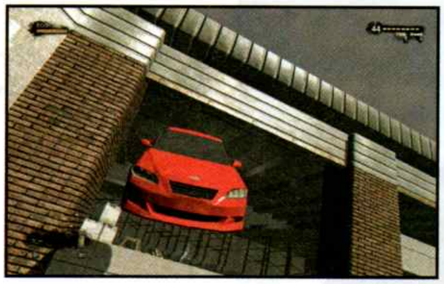


If the barrels get this far, you're in trouble. The Pigcops carrying barrels enter from the right—shoot the barrels while they're still in their hands.

One floor up, a lone Assault Trooper is hiding behind a car serving as a diversion while two Pigcops emerge from the right, lofting explosive red barrels. Shoot the barrels immediately or the Pigcops will throw them onto the dumpster, killing Duke!

One more floor up and two Pigcops and several Assault Troopers attack. In addition, a Pigcop Captain attacks from the rooftop before a car plummets dangerously close to the dumpster. Two final Assault Troopers and one Pigcop attack together before the aliens take another crack at the car idea. This time, it knocks down the dumpster, leading to a new area.

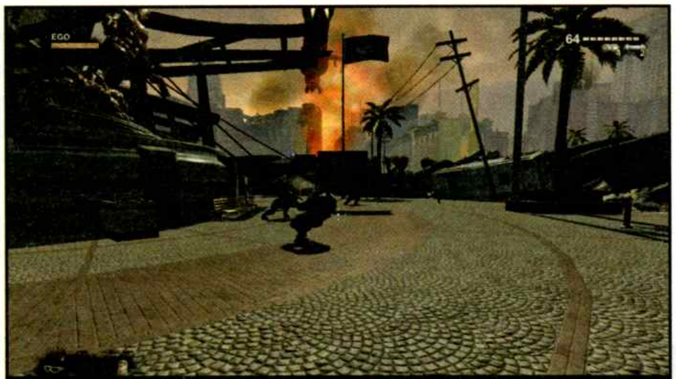




03 With the dumpster dumped, Duke can still access the Ammo Crate inside it. Here, you'll find one of the game's strongest weapons—the Railgun!

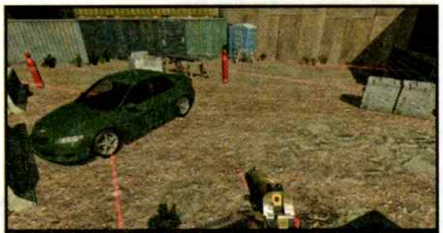
RAILGUN

Think of the Railgun as Duke Nukem's sniper rifle—it has a zoom function, is capable of piercing targets, and deals incredible damage. Don't let an opportunity pass to pick up a fully-loaded Railgun. You acquire this one just in time to practice on some Pigcops, who are pulling down a statue of Duke Nukem in front of the Duke Dome.



That's a tad premature, fellas. Three vandalizing Pigcops are backed up by two Pigcop reinforcements. Use the newfound Railgun to put an end to their shenanigans.

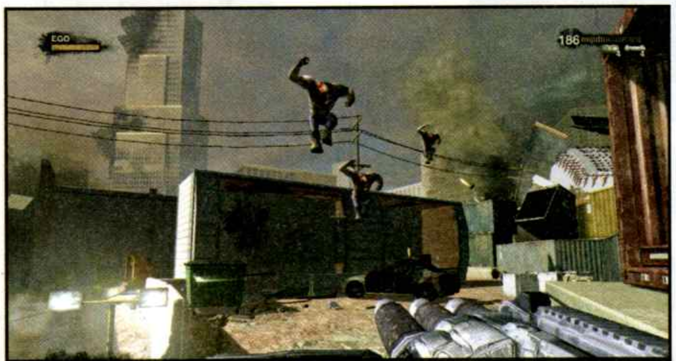
04 In this final construction area, the way to the Duke Dome (southeast) is blocked by a fence that lacks power. Flipping the juice back on requires climbing the ladder on the back of the nearby shack, so you can enter from above. Here, you'll find a switch that powers up the fence, but doing so also draws the attention of an alien dropship. Take a moment to prepare before going behind the shack and climbing the ladder. Set up Trip Mines and reposition the red explosive barrels outside to your liking. Then before flipping on the power, listen to the phone message inside the shack (for progress toward the "Call Waiting" **Achievement/Trophy**), and use the copy machine (for an **Ego boost**).



Boobytrap this area before heading into the shack. You'll get an explosives refill in the shack anyway!

Take note of the Ammo Pile inside the shack. As an EDF Ammo Crate refills ammo, so an Ammo Pile refills explosives. This means you can rely on Pipe Bombs as a primary weapon here, if you want. Toss four Pipe Bombs at a time out the windows into the yard, then push the detonator to clear the yard. Restock at the Ammo Pile and lather, rinse, repeat.

The Ammo Pile located inside the shack makes it possible to pepper the outdoors with heavy splash damage.



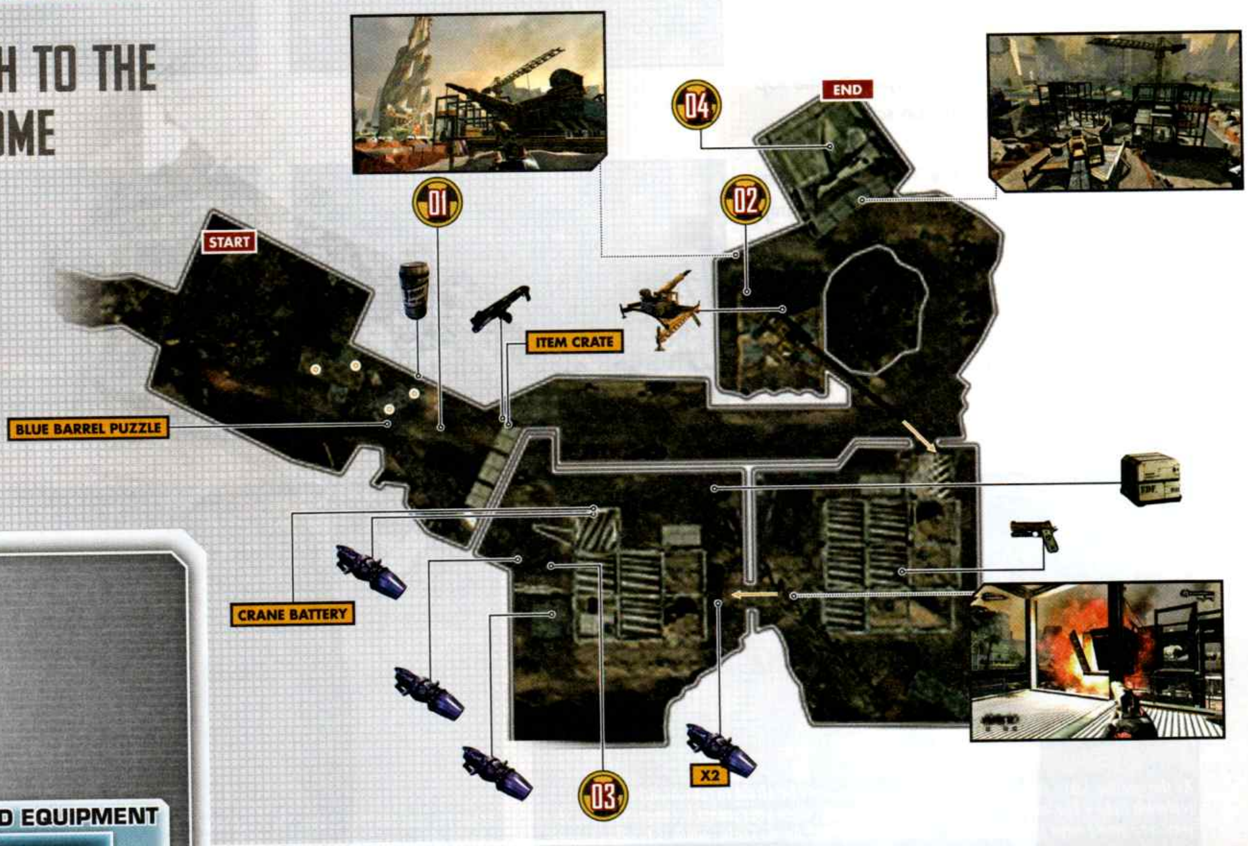
Once all the armed Pigcops are dispensed with, three berserk Pigcops turn the shack over, allowing access to the newly-powered fence switch. These three Pigcops are all that remain standing in Duke's way.

A single dropship supports this assault. It shifts its position during the fight, dropping enemies off in different areas. At first, the dropship offloads one Assault Trooper and two Pigcops into the yard. Once they're dispatched, it hovers directly over the shack and drops off more Pigcops right inside. There's no need to wait for these monsters to rappel down before blasting them. Finally, the gunship hovers back outside beyond the yard and offloads seven Pigcops, followed by two more and one Pigcop Captain.

THE DUKE DOME, PART 2

OBJECTIVE: Proceed toward the Duke Dome.

THE PATH TO THE DUKE DOME


START
END
01
02
03
04
ITEM CRATE
BLUE BARREL PUZZLE
= BLUE BARREL
CRANE BATTERY
X2

ENEMIES

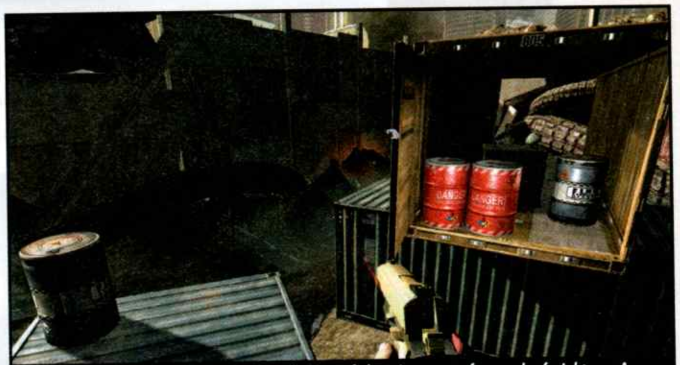
[Assault Trooper Captain]

WEAPONS AND EQUIPMENT

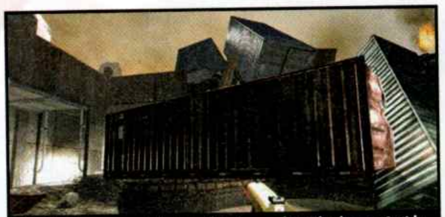
[Beer]
[Shotgun]
[Trip Mine]
[Pipe Bomb]
[Pistol]
[RPG]

As Duke gets closer to the Duke Dome, you'll begin to notice more changes to the environment since the aliens' arrival. Some sort of bio-organic matter has begun to encroach on the human infrastructure.

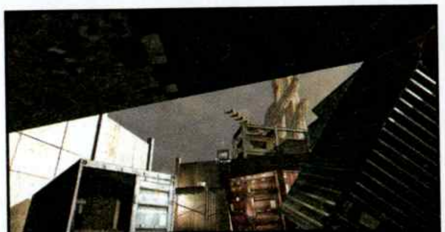
01 The first order of business is to leap atop a scaffold at the far end of the area. Getting up there requires that the cargo car nearest the scaffold be weighed down in order to use it as a ramp. To do so, you must collect the heaviest barrels in the area and toss them inside the car. Remember to pick up the non-explosive, blue barrels not the red ones!



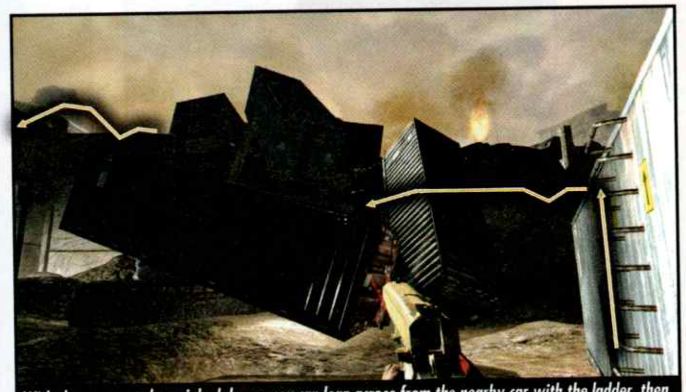
You need to move three of the four barrels. One of them is on top of a nearby freight car. A nearby, precariously-balanced car contains two more barrels. Shoot the explosive barrels to knock the non-explosive barrels free.



This freight car must be tilted by heavy barrels thrown inside from the back end. Two barrels are already attached inside to get things on the right track.

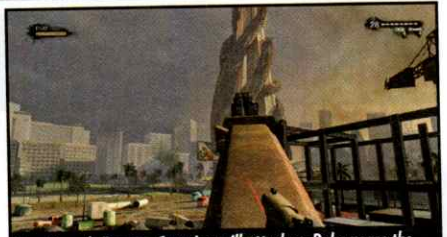


Another blue barrel is hidden away inside the freight car that has a blue barrel on top of it.



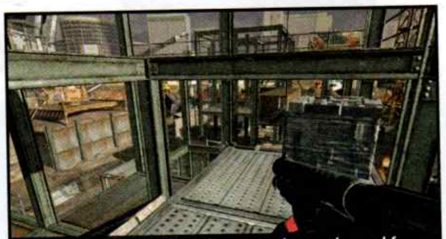
With the car properly weighed down, you can leap across from the nearby car with the ladder, then leap across to the scaffold. You'll find an Item Crate atop the scaffold next to a spare shotgun.

02 While approaching a crane, you'll encounter two Assault Trooper Captains making off with the Holsom twins. The Holsom twins are taken inside the Duke Dome. There's a crane here equipped with a wrecking ball, but the battery is out. You need to search a nearby construction yard to find a spare battery. Access the construction yard by running across the crane's arm and leaping to the top level of the nearby construction scaffold.

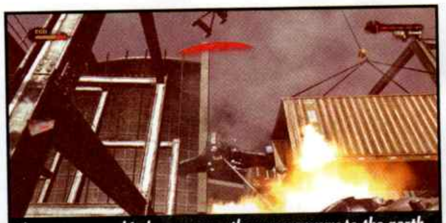


Two Assault Trooper Captains will attack as Duke nears the crane. Ignore them and sprint across the crane arm.

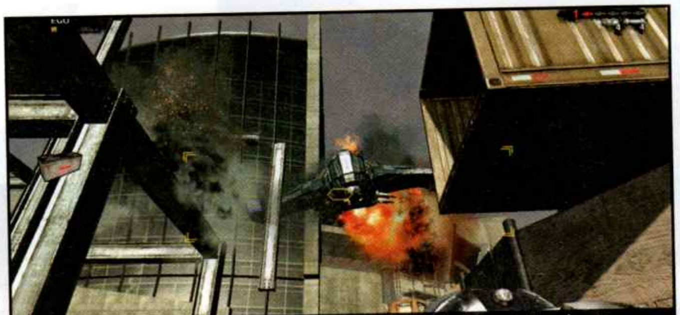
03 You must shoot the red barrels from within a suspended freight car to jump from the first yard to the second one. In the second yard, there are several RPGs and an EDF Ammo Crate. Nope, nothing is going to happen here. Once you're outfitted with an RPG, clamber to the top of the structure and take the spare crane battery. An alien gunship attacks. Nothing is ever easy.



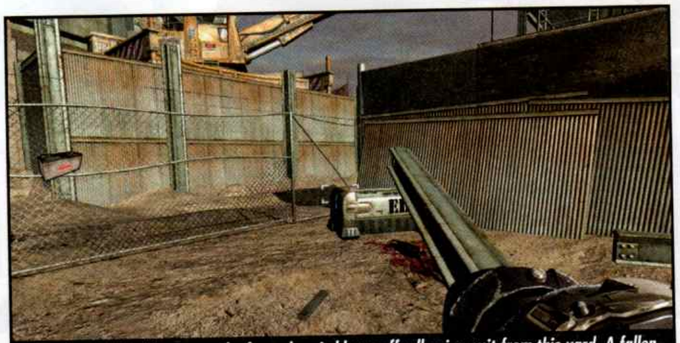
The second yard has quite a few spots that can be used for cover. This will come in handy very shortly.



The enemy gunship hovers over the passageway to the north. Depending on the difficulty level, it will take approximately two to four RPG rockets to swat down this pesky fly.

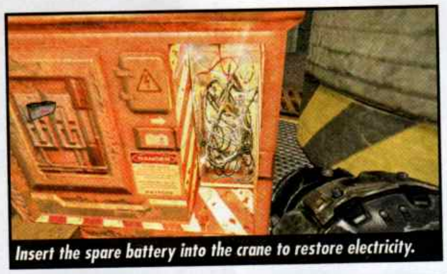


As the gunship takes damage, it will start to smoke. Don't be afraid to take breathers to replenish Duke's Ego and try to pick up extra RPGs only when your ammo is completely dry. That way, you won't have to worry about sprinting to the EDF Ammo Crate, which is totally exposed out in the open.

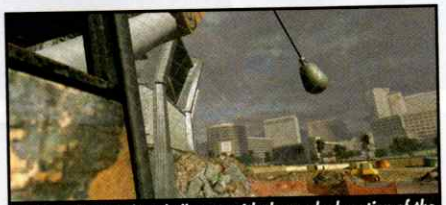


When the gunship flies away, the fence door is blown off, allowing exit from this yard. A fallen I-beam also creates a path that will allow Duke to jump over the fence. Either way, he can return to the crane.

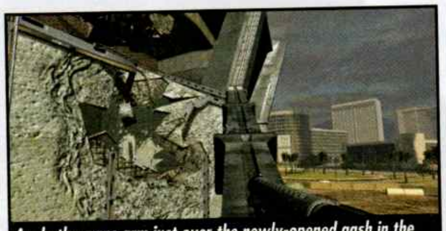
04 With the spare battery in tow, you can power the crane back on and use the wrecking ball to bash your way into the Duke Dome.



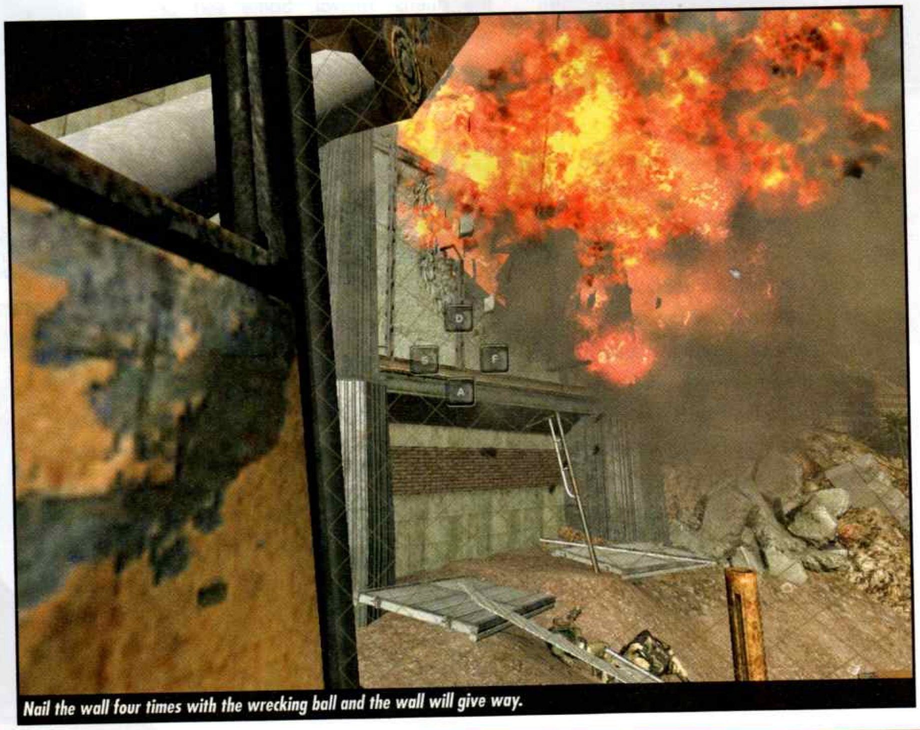
Insert the spare battery into the crane to restore electricity.



Position the wrecking ball even with the cracked portion of the wall, then steer the crane away, then back toward the wall to build up momentum for the ball to do its damage.



Angle the crane arm just over the newly-opened gash in the Duke Dome wall, then run across the crane arm to gain entry.



Nail the wall four times with the wrecking ball and the wall will give way.

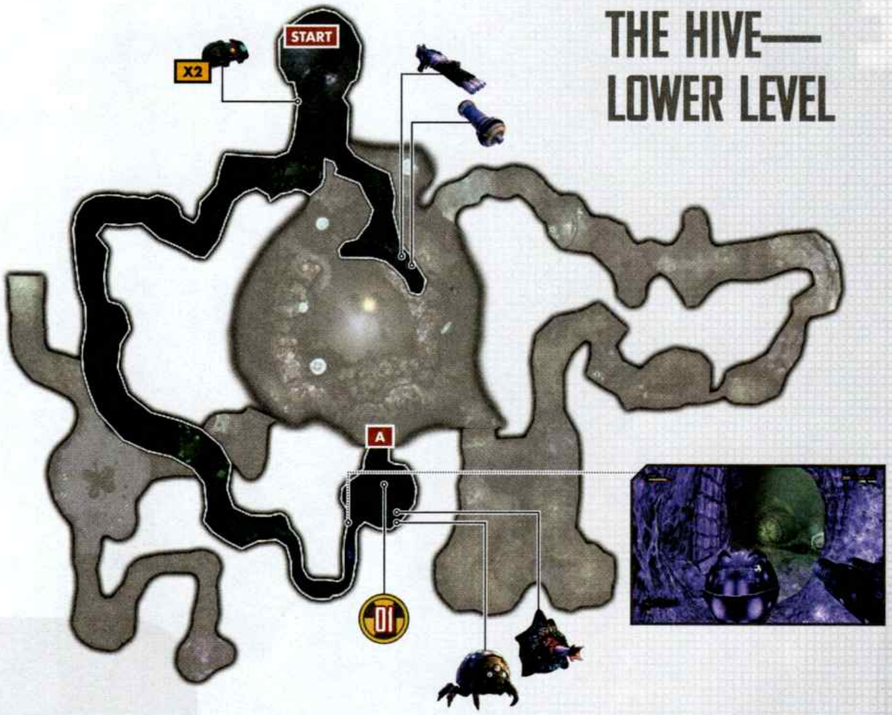
CHAPTER 07:

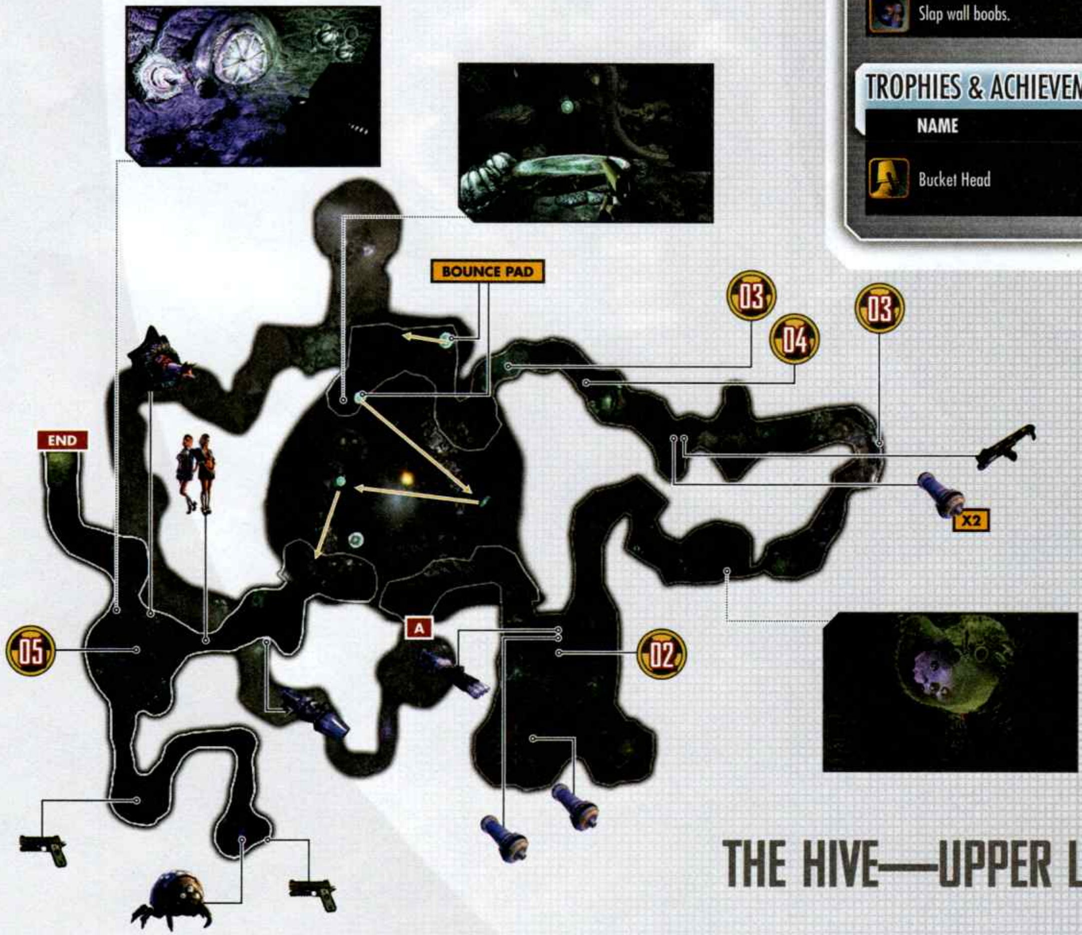
THE HIVE

THE HIVE, PART 1

OBJECTIVE: Track down the Holsom twins and the Alien Queen.

THE HIVE— LOWER LEVEL


START
X2
A
01


BOUNCE PAD
03
04
03
END
X2
A
02
05

THE HIVE—UPPER LEVEL

ENEMIES

[Bugball]
[Tentacle]
[Gaspod]
[Octabrain]
[Eggpod]
[Octababy]

WEAPONS AND EQUIPMENT

[Trip Mine]
[Ripper]
[Pipe Bomb]
[Shotgun]
[RPG]

EGO BOOSTS

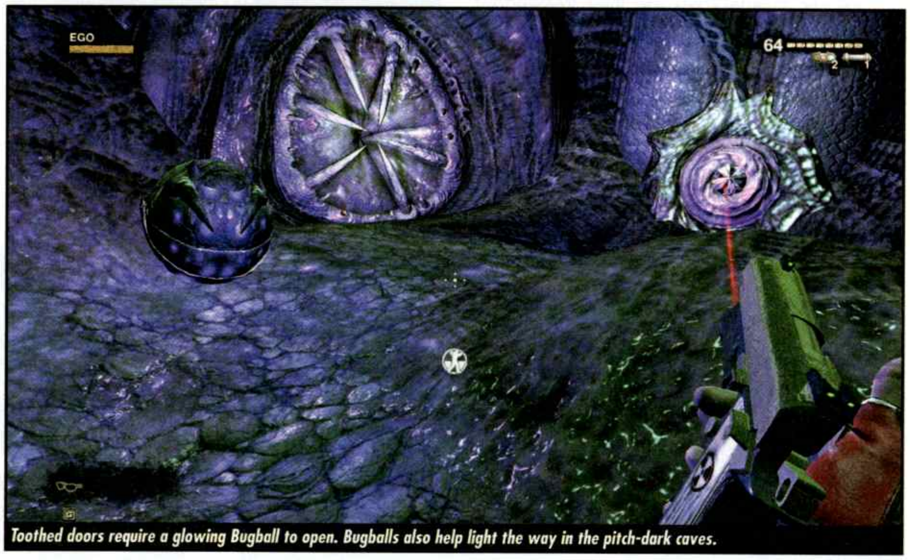
REQUIREMENT	TOTAL EGO BOOST
Slap wall boobs.	+1

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Bucket Head	Find all three special helmets in the single-player campaign (this is the second of three).

Deep underneath the Duke Dome, the intent of the aliens and the scale of their operation becomes more apparent. The Duke Dome has become their fortress, along with the caverns underneath it.

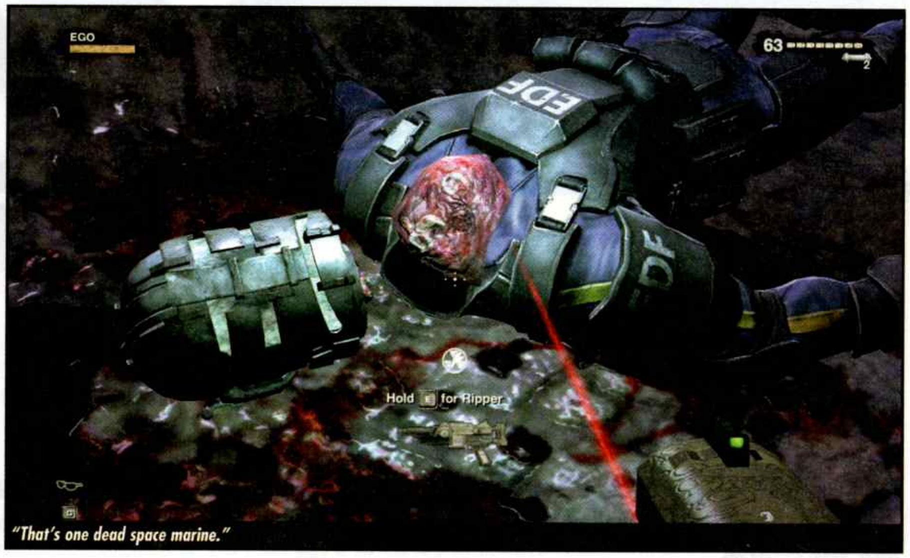
01 The aliens have begun sewing the world of humans in their own strange secretions, producing environments unlike anything terrestrial in origin. Breakable green membranes stretch across some passages. Some irising doors are ringed with tooth-like blockages, which must be opened by a glowing, blue Bugball...a socket near the toothy door will snare the Bugball and allow passage.



Toothed doors require a glowing Bugball to open. Bugballs also help light the way in the pitch-dark caves.

02 Once past the first sphincter-like doors, use Duke Vision and immediately search low and to the left. Look for a small passage to find some weaponry and a familiar helmet...

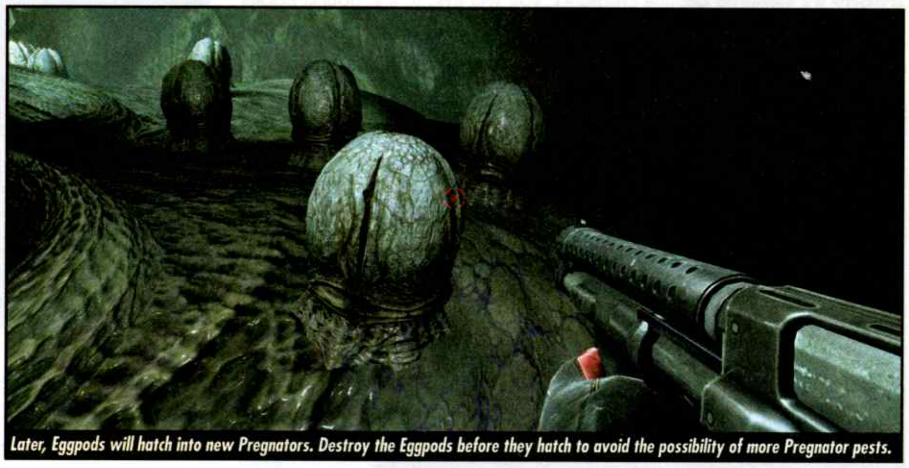
The tentacles are directed by seeking eyes. Shoot a tentacle to briefly disable just that tentacle. Shoot one of the eyes, however, to briefly disable all the tentacles it controls.



"That's one dead space marine."

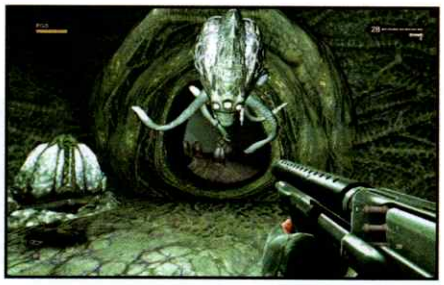
You can't do anything for them.

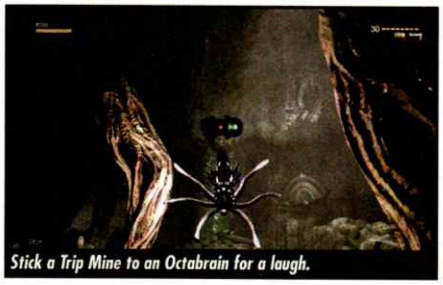
03 This is your first glimpse of the actual plans of the aliens. It's a horrific sight—women are trapped in pods of alien design, while Pregnators forcefully impregnate some of them with alien parasites. In time, these parasites will grow so large and so violent that they will destroy the host and Octababies will emerge from the deceased female. A grotesque cycle.



Later, Eggpods will hatch into new Pregnators. Destroy the Eggpods before they hatch to avoid the possibility of more Pregnator pests.

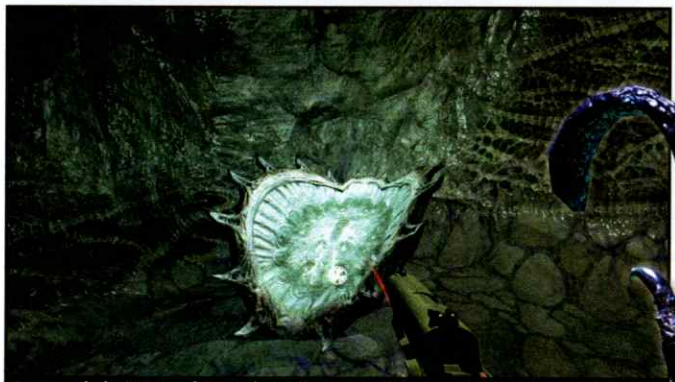
04 Octabrains are a new type of enemy, higher up in alien hierarchy. These floating galactic invertebrates use their tremendous telepathic energy to hurl psychic blasts or toss objects from the environment. They will even use their kinetic powers to catch and return Pipe Bombs and RPG rockets!





Stick a Trip Mine to an Octabrain for a laugh.

Bounce Pads provide access to otherwise-unreachable heights. These contraptions allow leaps clear to the other side of the central chasm.



Bounce Pads don't require finesse; they will automatically transport Duke to the correct destination. You can even bounce Trip Mines and Pipe Bombs off them!

OCTABRAINS

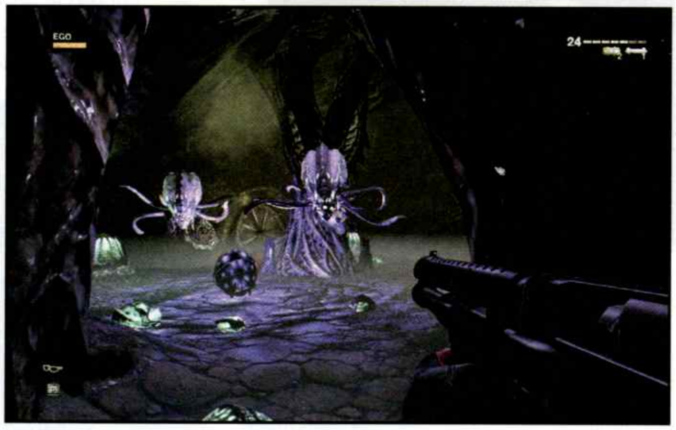
Octabrains attack with a different approach than other enemies, so be mindful of this to avoid taking severe or fatal damage. Their primary attack is a psychic blast. They will launch this attack in front of Duke, so it's important to change speed and direction to avoid it. Most enemies attack by shooting directly at Duke, thereby turning strafing into a foolproof defense. Octabrains force you to strafe in a given direction just as a foe releases its energy blast, then immediately strafe in the opposite direction to make the blast miss and avoid the splash damage. On the other hand, you can simply shoot the Octabrain as it charges up the psychic blast. This will cause it to stop, reposition, and try again.

Occasionally, Octabrains will harness their powers and gather an object from the environment and toss it at Duke. Unlike the other attack, they will launch the object directly at Duke. So, strafing is good here again, but the force and velocity of their tosses with some objects make strafing a dicey proposition. Turn and sprint laterally or get behind cover. Some objects can also be destroyed with gunfire while in mid-air, if your aim is true. An Octabrain telekinetically controlling an object from the environment cannot be interrupted with attacks. Interrupting them works for their psychic blast, but not for their object-tossing.

05 Grind the Octababies underfoot for their devious act and proceed to the next chamber. If you still don't have the **Achievement/Trophy** for stepping on little creatures, you will eventually. Bound babes in this part are on the verge of bursting, so kill them or risk dealing with a mess of new Octababies each time a host's lovely chest gives way.

CENSORED!
CENSORED!

The aliens must really have wanted to piss Duke off. Well, they got what they wanted.

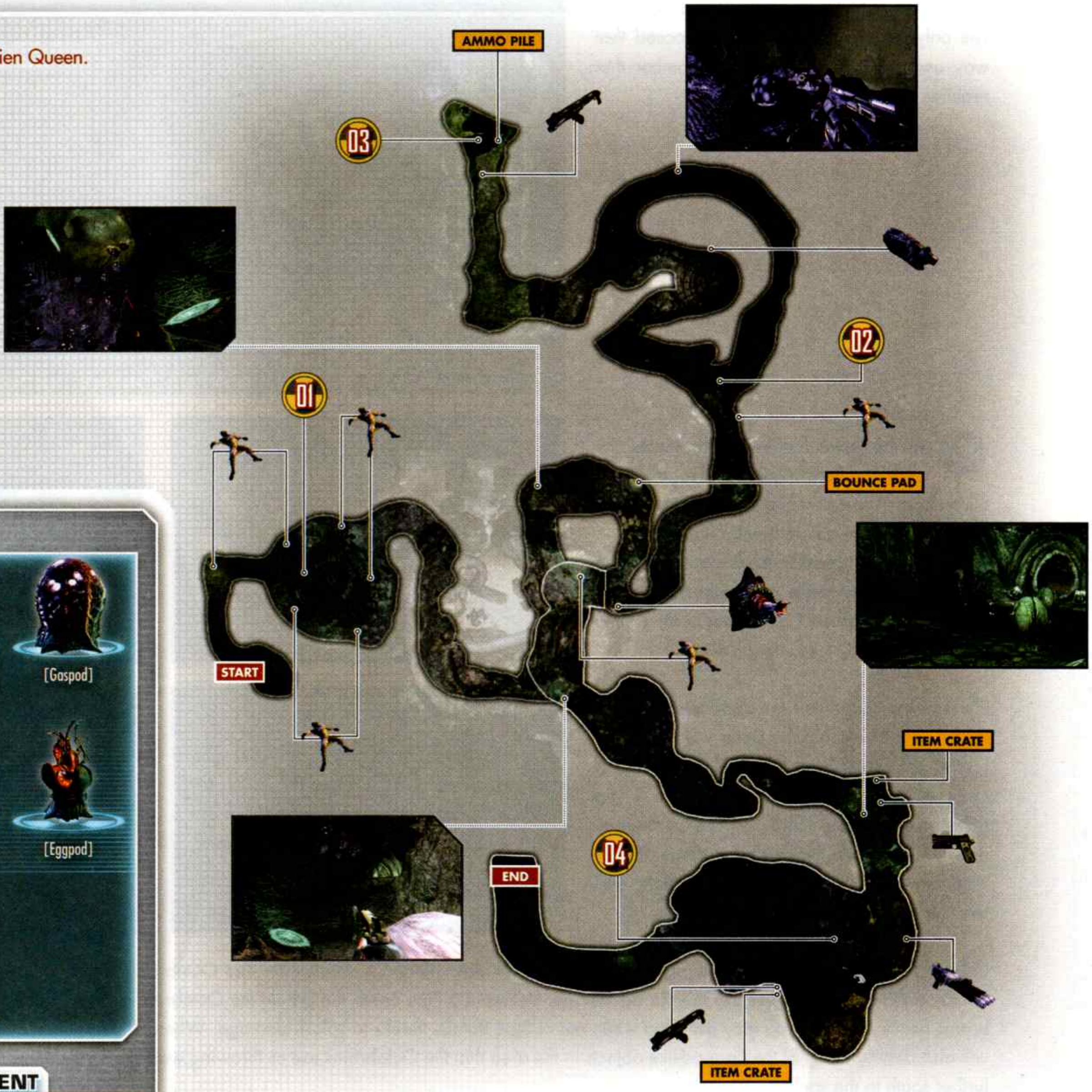


There is a blocked door and socket leading north to the exit. Retrieve the Bugball from the south passage to open the way. Watch out when returning with the Bugball, as several Octabrains will attack. The RPG near the Holsom twins may seem appealing, but you might want to reconsider—Octabrains will hurl any rockets right back at Duke!

THE HIVE, PART 2

OBJECTIVE: Track down the Alien Queen.

THE HIVE


AMMO PILE
03
02
01
BOUNCE PAD
START
ITEM CRATE
END
04
ITEM CRATE

ENEMIES

[Bugball]
[Tentacle]
[Gaspod]
[Octabrain]
[Pregnator]
[Eggpod]
[Octababy]

WEAPONS AND EQUIPMENT

[Trip Mine]
[Pipe Bomb]
[Shotgun]
[Pistol]
[Beer]
[Ripper]
[Railgun]
[AT Laser]
[AT Captain Laser]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Slap wall boobs.	+1

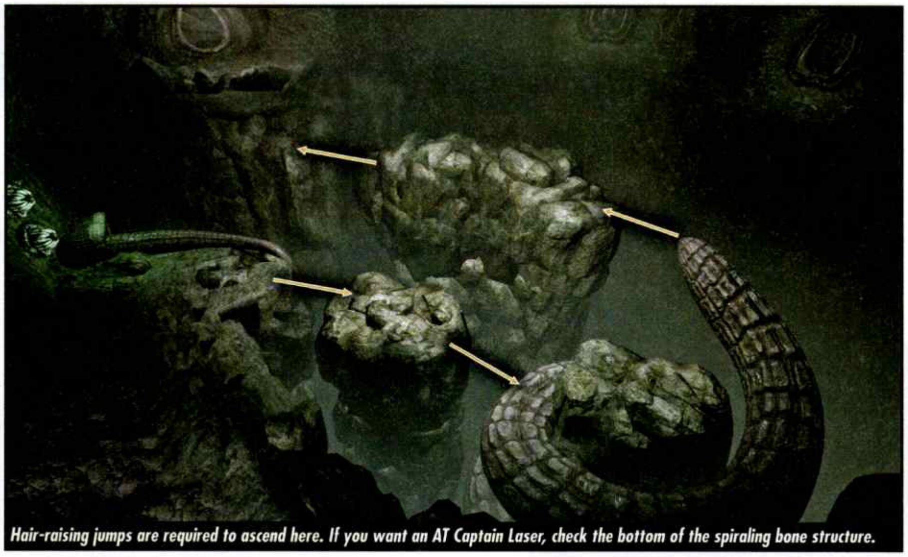
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
I Need a Towel	Get hit by 10 Pregnator bombs.

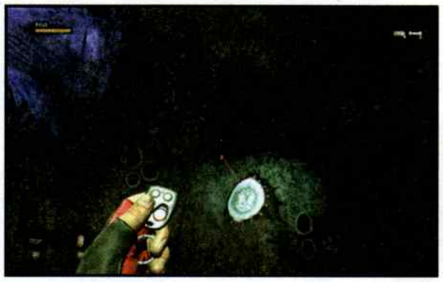
The picture is getting clearer. Aliens are cocooning humans—more specifically, young women—to parasitize them using Pregnators for the reproductive ends of the aliens. Duke can put a stop to this if he can eliminate the source of the Pregnator eggs: the Alien Queen.

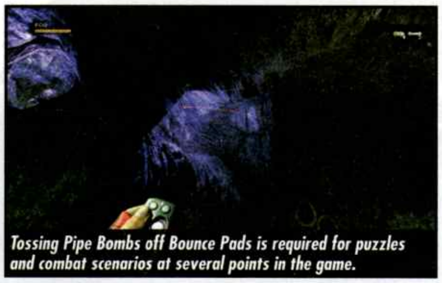
01 The first webbed corpse makes an appearance here. These unfortunate souls are spooled up in alien gunk for who knows what reason, but in the meantime, they won't be needing their gear, huh? Smack or shoot each corpse piñata up to three times to snag spare weapons and equipment. After knocking around all the corpses, you should be filled to capacity with Pipe Bombs and Trip Mines and you'll have a choice pick of primary weapons. Note in particular the poor fellow who was carrying a Railgun.

02 You'll move on, exploiting Bounce Pads and eliminating Gaspods in a few places. The path to the south is blocked by a socket door, which requires a Bugball to open. The only way to go is north, so proceed that way and you'll find a spacious chamber that requires careful navigation.

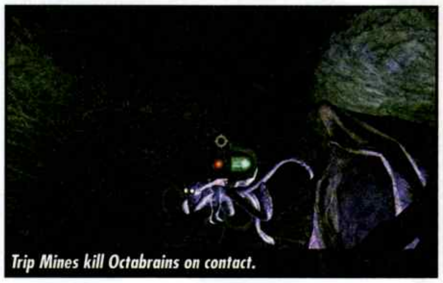

Hair-raising jumps are required to ascend here. If you want an AT Captain Laser, check the bottom of the spiraling bone structure.

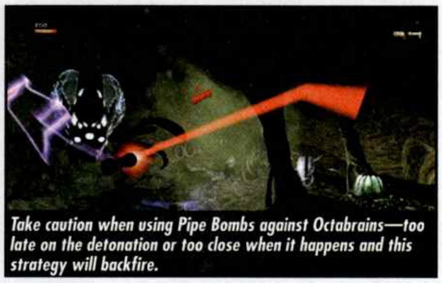
03 At the point furthest north, locate the glow of a Bugball just out of reach up the alien slopes. You'll also find an Ammo Pile and a Bounce Pad. Toss a Pipe Bomb off the pad and it will end up right next to the Bugball. Detonate the Pipe Bomb to make the Bugball roll down to Duke. Replenish your explosives at the Ammo Pile and get ready for quite a firefight.




Tossing Pipe Bombs off Bounce Pads is required for puzzles and combat scenarios at several points in the game.

On the way down the dark slope leading back to the spacious chamber, Duke will encounter four Octabrains. These fights all take place at close quarters, so you can easily toss a Trip Mine directly onto each Octabrain on the way down, if you want. Sticking a Trip Mine directly onto an Octabrain destabilizes its flight and sends it out of control. Calamari results.


Trip Mines kill Octabrains on contact.


Take caution when using Pipe Bombs against Octabrains—too late on the detonation or too close when it happens and this strategy will backfire.

Once inside the spacious chamber again, a trio of Octabrains will attack. Remember that Octabrains will suck in and then fling back tossed Pipe Bombs, but you can also use this to your advantage. Detonate a Pipe Bomb the instant the Octabrain sucks it in to turn the tables. Since three Octabrains attack together, you may get extra value out of Pipe Bombs thanks to splash damage. When the Pipe Bombs explode near the Octabrains, it will also destroy many of the Eggpod-like objects in the area that the Octabrains use as throwing weapons. When the threat is gone, push the Bugball further south to the socket.

04 Continue past the newly-opened door until Duke arrives at another large chamber. In this sectioned-off hive area, dozens of Eggpods surround several Podgirls and the whole mess is patrolled by Pregnators. The path to the west is blocked, so you'll have to kill about 10 Pregnators and an Octabrain to open the way.

THREE FOR THE PRICE OF ONE

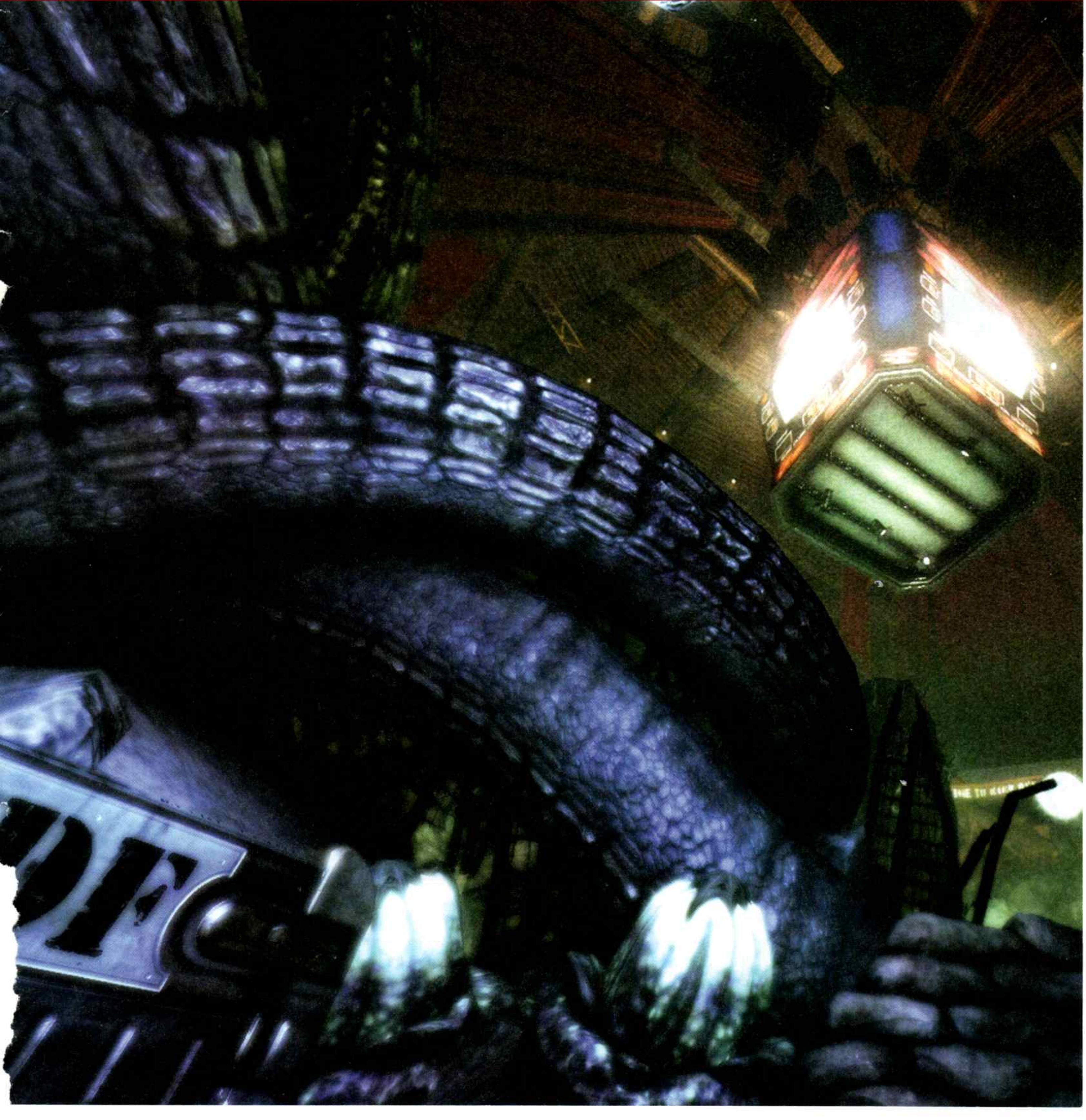
The best place in the game to get the Achievement/Trophy for killing three enemies at once is here in this chamber. Toss a Pipe Bomb into a mess of Eggpods, Pregnators, and Octababies and set it off.

Pregnators fling goo bombs that deal damage and obscure Duke's vision.

EGO
47
Tap repeatedly to break free
Pregnators can pounce and grapple, searching for Duke's mouth with an unspeakable proboscis. A successful strength tap keeps the airway clear and makes the Pregnator dead.

CHAPTER 08:

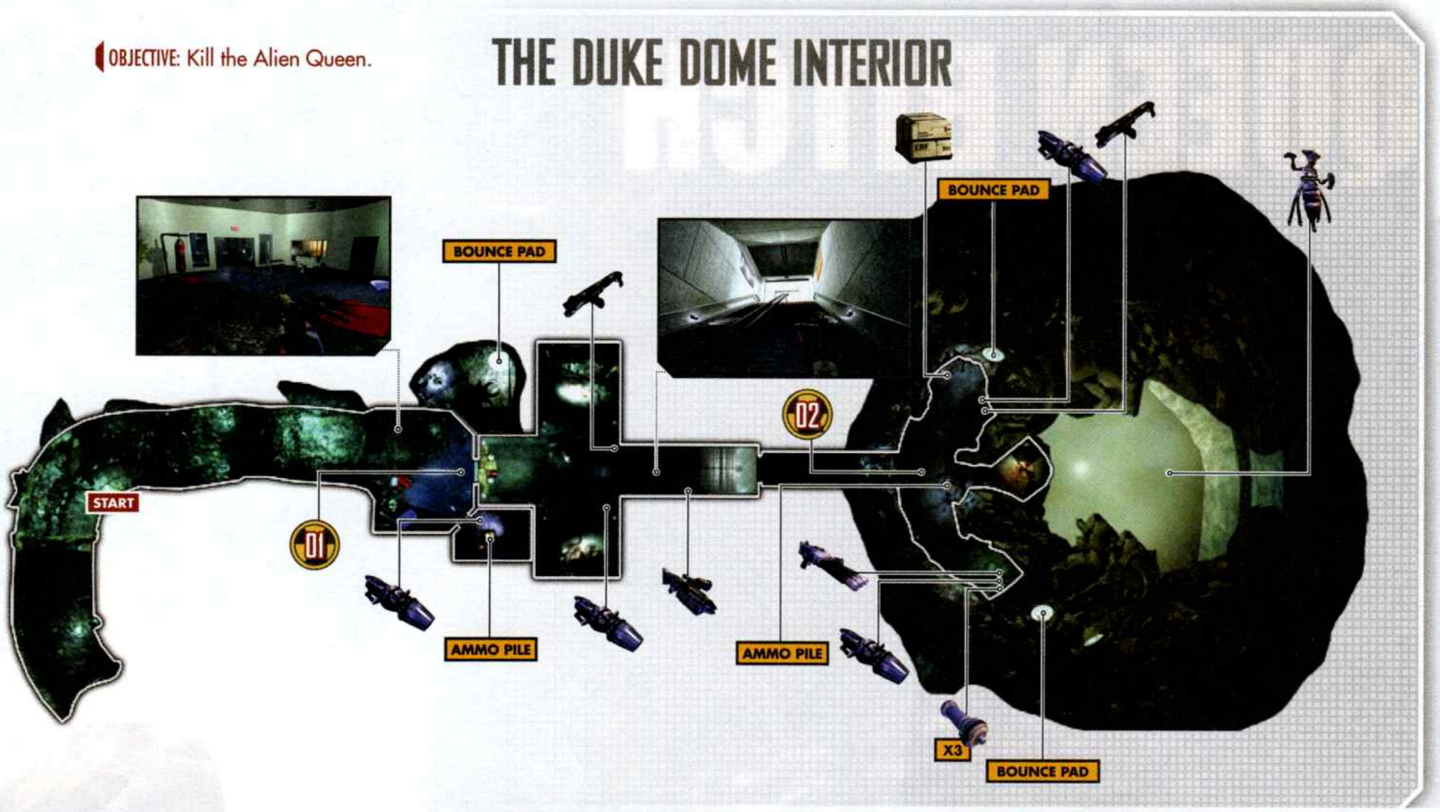
QUEEN BITCH



KILLER QUEEN

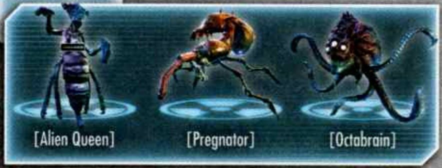
OBJECTIVE: Kill the Alien Queen.

THE DUKE DOME INTERIOR



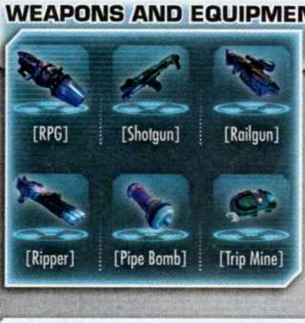
START
01
02
BOUNCE PAD
BOUNCE PAD
BOUNCE PAD
AMMO PILE
AMMO PILE
X3

ENEMIES



[Alien Queen]
[Pregnator]
[Octabrain]

WEAPONS AND EQUIPMENT



[RPG]
[Shotgun]
[Railgun]
[Ripper]
[Pipe Bomb]
[Trip Mine]

EGO BOOSTS

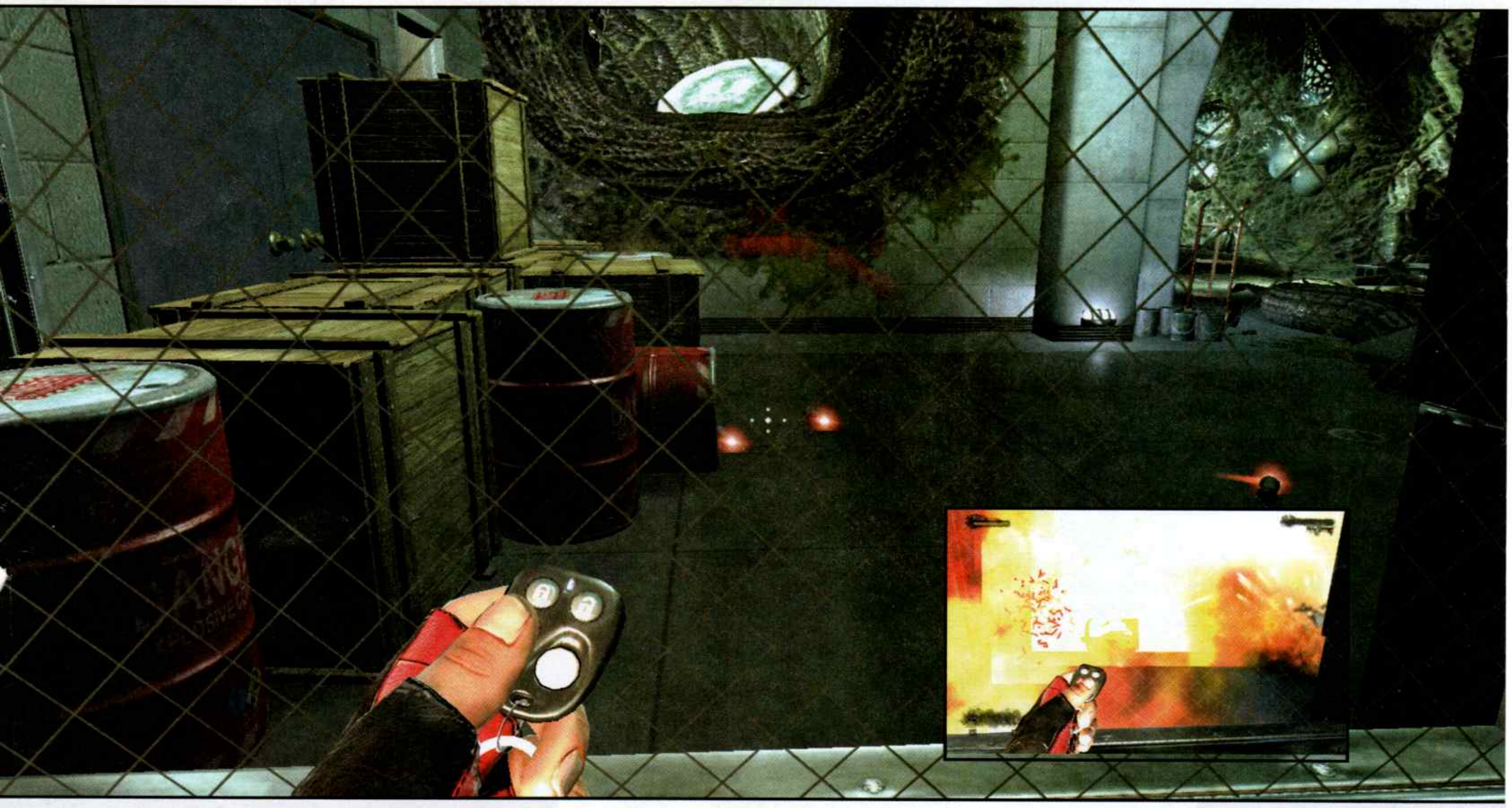
REQUIREMENT	TOTAL EGO BOOST
Punching bag.	+1
Slap wall boobs.	+1
Bicep curl.	+2
Bench press 600 pounds.	+3
Kill Alien Queen	+4

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Full Body Tourettes (PS3); FBT (360)	Get knocked down 10 times.
I Need a Towel	Get hit by 10 Pregnator bombs.
Not Bad for a Human	Defeat the Alien Queen.

Here she is—the alien mother who has been producing all the loathsome Pregnator eggs. It's been a long time (not since the end of the episode "The Birth" in Duke Nukem 3D: Atomic Edition) since Duke has faced off against the brood mother for the Cycloid hordes. Let's knock out a chain of their family tree, shall we?

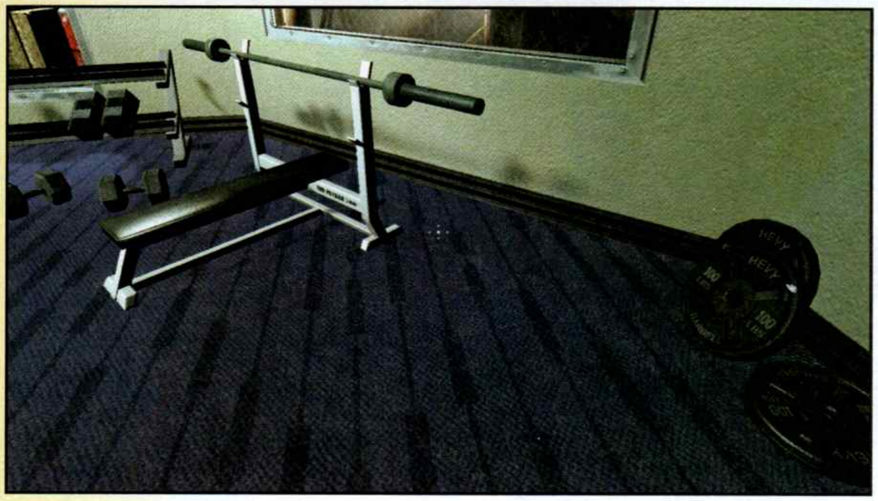
01 The way into the heart of the Duke Dome, where the Alien Queen is churning out her hideous offspring, is blocked from the inside. Looking through the office to the right of the door you can see the solution—if you can get explosives behind the doors. To the left of the door, alien secretions have tunneled a new hole in the wall, providing a view of a Bounce Pad. Toss a Pipe Bomb off this Bounce Pad, and the Pipe Bomb will end up just behind the barricade. If you run out of Pipe Bombs while attempting this, simply restock at the Ammo Pile in the office.



In the Duke Dome lobby, there are several weapons from which to choose. Pick up an RPG (remember that bosses are only susceptible to explosions) and another weapon to deal with lesser enemies while you focus on the boss. If you're going for the "Gunslinger" **Achievement**, remember to keep clutching Duke's golden pistol. Otherwise, you can take a shotgun or Railgun, depending on your preference. There's also a Ripper in the boss room.

EGO BOOSTS

Several Ego boosts are present here. If you missed them the first time, you can curl a dumbbell or pound a punching bag. Add at least 600 pounds to the barbell and you can accomplish an Ego-buffing bench press. Four hundred pounds of plates are next to the weight bench; the other 200 pounds are in a corner of the nearby office.

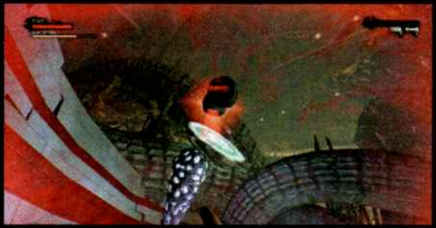


02 Step all the way forward into the Duke Dome proper to initiate the encounter with the Alien Queen. The Alien Queen is massive and heavily armored courtesy of the plates growing over much of her arms and head. Her only sensitive spots are her fleshy chest and face, which she normally protects with the harder portions of her body. To kill the Alien Queen, you must find a way to get her to expose herself so you can fire rockets into her softest parts.

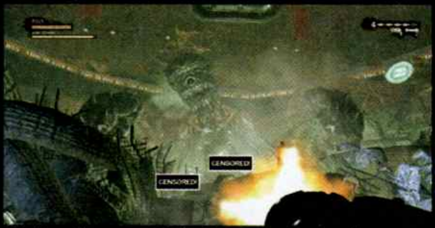
ALIEN QUEEN

The most important weapons in this fight are Pipe Bombs and RPG rockets. You can refill Pipe Bombs at the Ammo Pile located dead center of the area, while an Ammo Crate allows you to refill RPG rounds on the left side. Trip Mines and the other weapon you're carrying only come into play while defending against the Alien Queen's servants.

The Queen guards her face and teats with her crab-like, rocky appendages. However, you can force aside her would-be wall by tossing Pipe Bombs off the Bounce Pads located on either side of the playing field. Detonate a thrown and bounced Pipe Bomb just after it disappears behind the Queen's wall of arms. This will cause her to reel briefly, just long enough to fire several RPG rockets at her chest and face. When she resorts to her defensive posture again, just use the same tactics.



Throw Pipe Bombs off the Bounce Pads to open up the Alien Queen's defenses.



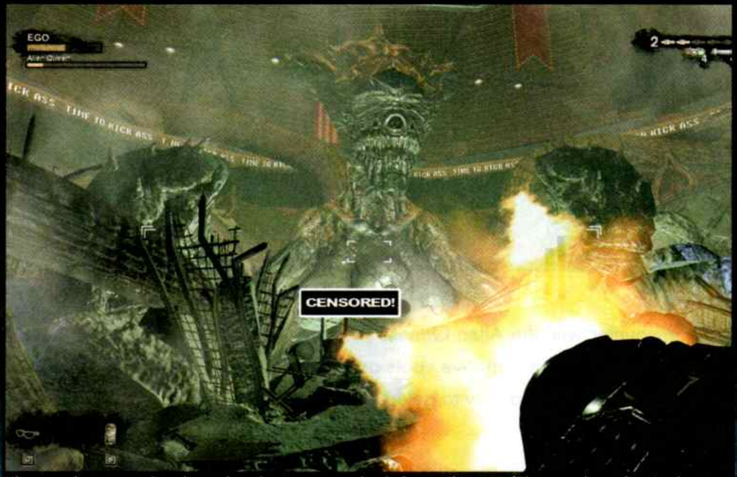
With her chest exposed, the Alien Queen is vulnerable to RPG rockets.

The Queen will not attack until Duke strikes the first blow. After you've knocked aside her guard and fed her some RPG rounds, she'll begin retaliating. Her primary attack is a huge telekinetic blast that deals damage while knocking Duke down. The only way to avoid this attack is to be completely behind cover, out of the Queen's field of vision, when she unleashes the blast. Think of it as a supercharged version of the psychic blasts hurled by Octabrains.

The Queen will also use her arms and attempt to smash Duke. Sprint away from your current location when she's readying her smash to avoid it. Similarly, she will use her arms to smash Duke if he gets too close. There's no need to move forward until the end, so keep your distance. The Alien Queen will also spew out Pregnator eggs regularly, thereby unleashing another threat. Kill Pregnators as quickly as possible, before they become an overwhelming distraction.

Stay on the move and the arm smash shouldn't make contact.

Get behind cover to avoid the Queen's psychic roar.



Keep up the pace with rockets after the Queen completely lowers her guard, but watch out for Octabrains.

As she nears defeat, the Alien Queen goes on the offensive and forgoes defense altogether. She also stops summoning Pregnators and instead summons the real thing—full-grown Octabrains! Be very careful at this juncture. Although you need to use RPG rockets to inflict damage to the Queen, Octabrains make a habit of catching and throwing back RPG rounds! So try to kill any Octabrains that show up immediately, while avoiding the Queen's continued arm smashes and telekinetic blasts. Switch to peppering the Queen with more RPG rockets when no Octabrains are present.

Once the Alien Queen's health is totally depleted, she collapses. Quickly approach her mouth and win a strength tap to silence this filthy momma for good. Her calamitous death throes cause even more destruction in the Duke Dome and Duke himself is badly hurt in the aftermath...

CHAPTER 09:

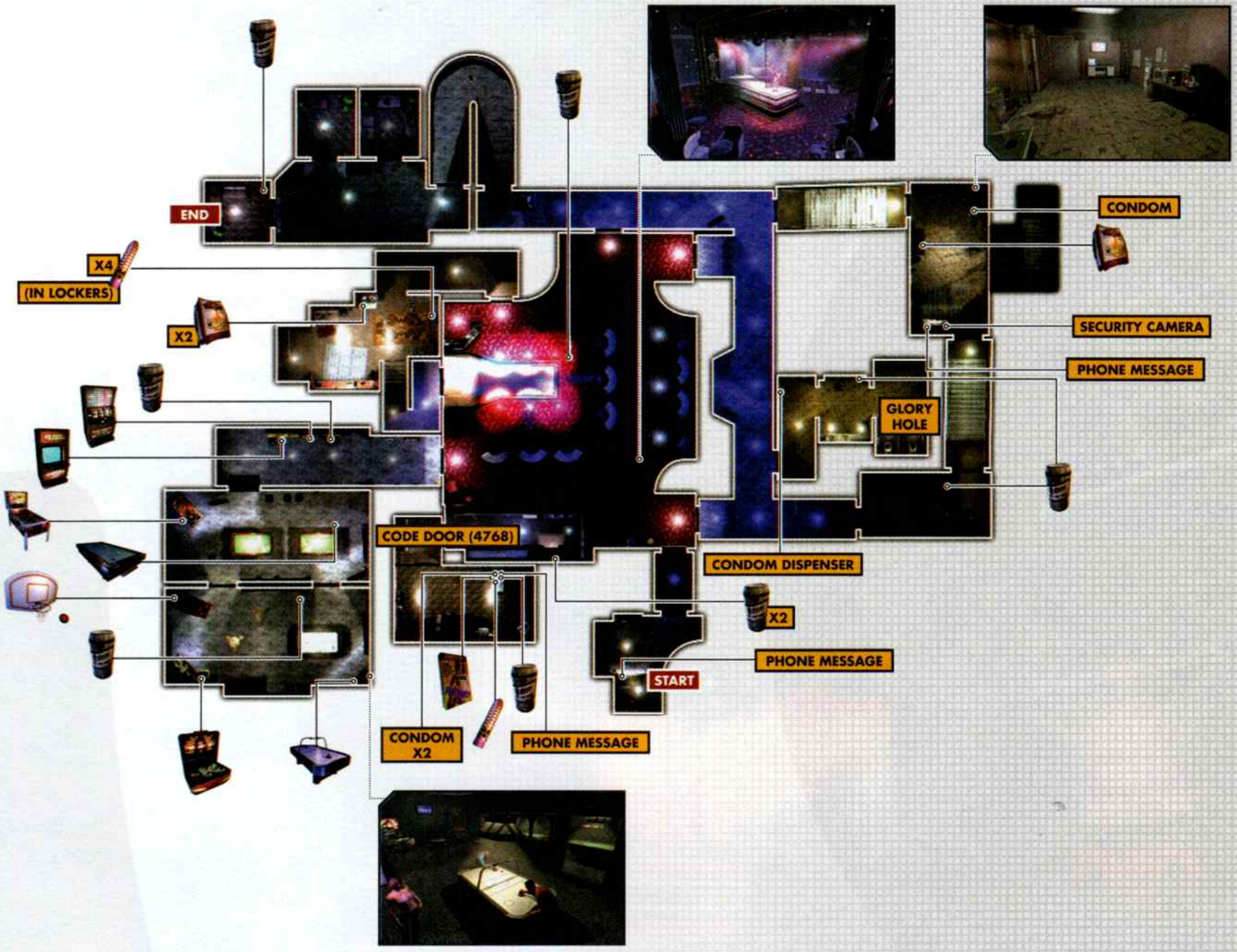
DUKE NUKEM'S TITTY CITY

GIRLS
GIRLS
GIRLS

WE'RE NOT IN KANSAS ANYMORE...

OBJECTIVE: Gather some Popcorn, a Vibrator, and a Condom, and take them to the Champagne Room.

DUKE NUKEM'S TITTY CITY


END
X4
(IN LOCKERS)
X2
CONDOM
SECURITY CAMERA
PHONE MESSAGE
GLORY HOLE
CODE DOOR (4768)
CONDOM DISPENSER
X2
PHONE MESSAGE
START
CONDOM X2
PHONE MESSAGE

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Admire self in mirror.	+1
Complete all five rounds of Alien Abortion.	+1
Make a scanned copy of Duke's butt.	+1
Make a basket.	+1
Request special dance from stripper.	+1
Urinate.	+1
Win video poker.	+1
Clear pool table without scratching.	+2
Microwave popcorn.	+2
Use glory hole.	+2
Watch "Pooty Party."	+2
Win slots.	+2
Beat Balls of Steel Pinball high score (137,900)	+3
Win air hockey.	+3

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Air Duke	Win air hockey with a score of 7-0 in the strip club.
Balls of Steel	Earn a 1,000,000 score in pinball.
Lots of Whacking	Win a game of Alien Abortion in the strip club.
Noms	Eat 10 pieces of food during the single-player campaign.
Party Animal	Drink all the beers in the strip club.

Well, this isn't the ruins of the Duke Dome. Not that we're complaining. It's possible Duke is mortally injured, but for now he's just sailing through dreamland warding off worry of bodily harm with thoughts of making the rounds at his favorite business venture—managing his own strip club. And Duke has a very "hands-on" approach to management.

The goal during this interlude is to collect some Popcorn, a Vibrator, and a Condom before meeting one of Duke's dancers in the Champagne Room. They may say there's no sex in the Champagne Room, but they clearly weren't talking about Duke's club. Don't be in too much of a hurry to grab the items, as there's plenty to see and do in Duke Nukem's Titty City. In particular, no other chapter has such a high concentration of potential **Ego boosts**.

This chapter is more free-form than others. Duke's club is best experienced at your own pace. The items necessary to advance are sitting in plain sight, so the focus isn't on completion. It's the journey, not the destination. Explore a little, see what you can find. There's a lot to do here...

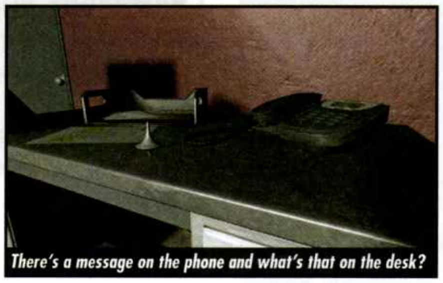
It's not every game that asks you to fetch Popcorn, a Condom, and a Vibrator.

LOBBY

The entryway contains only a phone, although there's a phone message on it. The "Call Waiting" **Achievement/Trophy** requires that you listen to every phone message, so listen to this one. There are three phone messages in Duke's club—one in the lobby, one in the security office, and one in the manager's office.

SECURITY OFFICE

The security office is tucked away behind the restrooms. One of the hallways leading to the security office has a beer ripe for the drinking. You can make some Popcorn in the security office, and there's a Condom as well. And don't forget about listening to the phone message. At the security camera control, you can scan various rooms in the club. In fact, you can see the manager's whiteboard inside the manager's office, where the code for the door to that very room is conveniently written.



There's a message on the phone and what's that on the desk?

PARTY ANIMAL

The "Party Animal" Achievement/Trophy requires guzzling all the unopened tallboy beers in the club. There are nine beers to drink and each one is marked on the map. Note that the last beer is in the very last room of the chapter, which you cannot access until you take all three quest items to the Champagne Room.

RESTROOMS

The restrooms are near the security office, but Duke can only enter the male restroom. In case you've missed a mirror, there's one available for self-admiration. A Condom dispenser is also handy, if you need one. One of the beers necessary for "Party Animal" is here, too. Urinals and a toilet are free, and the toilet stall actually has an extra treat drilled through it...

DANCE FLOOR

Ah, the dance floor. Sit back and take in the sights, or tip a stripper for a special dance. Look to the side of the stage to find another beer. Search behind the bar for two more beers inside the cooler and the entrance to the manager's office. You'll need the code to enter, which you can acquire from the security office camera feed.

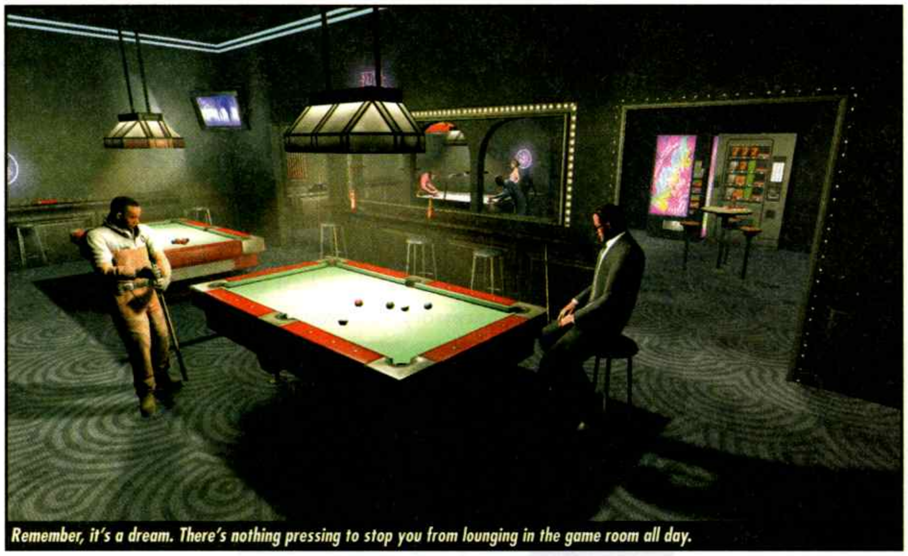
MANAGER'S OFFICE

Yet another beer is on Duke's desk, as well as a phone message. A Vibrator and a Condom are here, too. Check out the copy machine in case you missed the copying **Ego boost** in the Duke Dome construction yards. The "Pooty Party" disc on the desk also provides an Ego boost; put it in the disc player tray to get it started.

Backstage, the girls get ready for upcoming performances. Several Vibrators are concealed in the lockers here, plus the microwave can make Popcorn.

GAME ROOM

The game room is almost as important as the dance floor, no? Slots and video poker machines line the entry wall and both are worth Ego boosts. All sorts of games can be found. There's even a vending machine just in case you're still missing the "Noms" **Achievement/ Trophy**. Two beers are also in the game room.



Remember, it's a dream. There's nothing pressing to stop you from lounging in the game room all day.

BALLS OF STEEL PINBALL

In case you missed out on this **Ego boost** during Duke Cave, here it is again. It's actually easier this time around, since the only requirement is to beat the high score and it's considerably lower than in the Duke Cave!

The key to getting high scores (for the Ego boost or the 1,000,000 point **Achievement/Trophy**) is to keep the ball at the top of the playing field, bouncing off the three bumpers to light up the multiplier lanes at the top. Try to light up all three multiplier lane lights at the top. You can progress to x2, x4 and finally x6. Use tilt sparingly to keep the ball up there to successfully get it to light up the three lights above the bumpers for big points.

ALIEN ABORTION

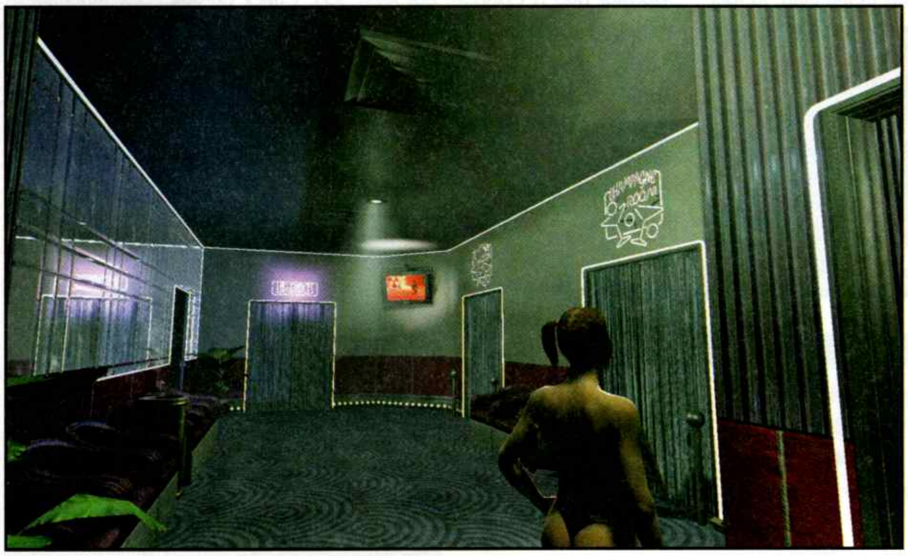
As with air hockey, Ego is gained simply by completing every round of this little mini-game. For the **Achievement/ Trophy**, though, you'll need to win. Basically, try very hard to hit every alien.

POOL TABLE

In case you missed clearing the pool table without scratching in Duke's penthouse, you can try again here. The absence of ridicule from the Holsom twins if you happen to scratch serves as a poignant reminder of what Duke has lost to the aliens. But at least he can still play pool in his own strip club, at least in a dream.

AIR HOCKEY

Air hockey, game of champions. For Ego, your goal is simply to win, but for the Trophy or Achievement, the goal is to win 7-0. Luckily, your opponent isn't terribly quick or aggressive.



CHAMPAGNE ROOM

Where the action is. The Champagne Room is your ultimate goal. Go there with the items the dancer requested and she'll lead Duke to a private room. Note that the final beer is inside the private room for the "Party Animal" Achievement/Trophy and the reward for completing your quest...

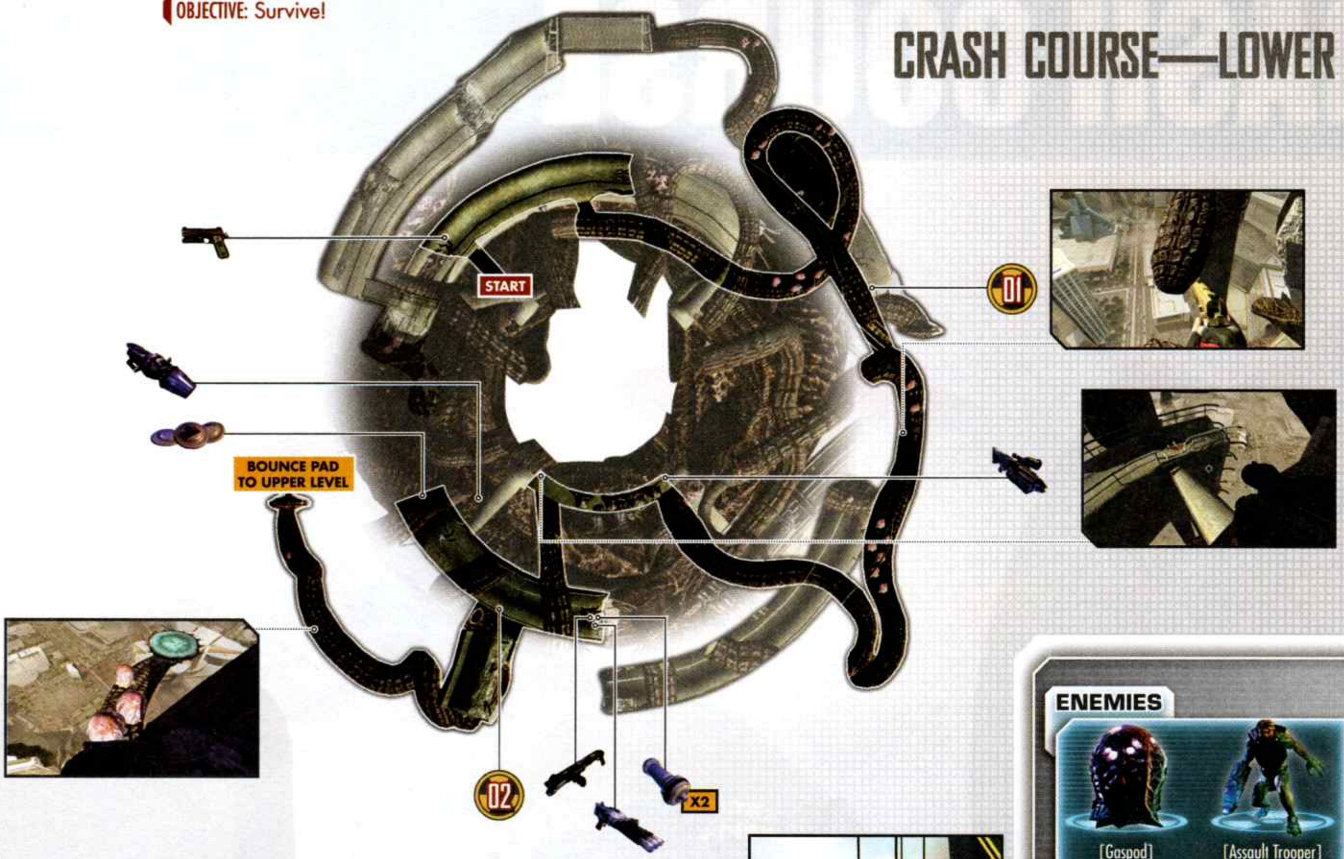
CHAPTER 10:

CRASH COURSE

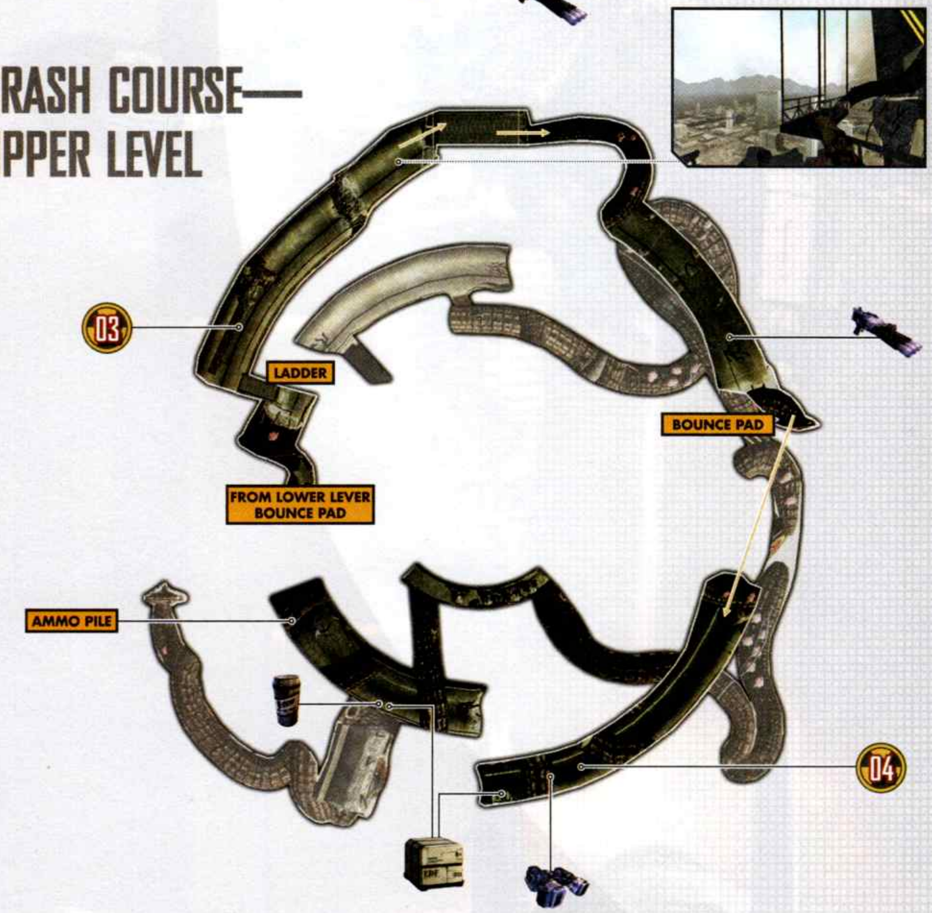
WHEN LIFE GIVES YOU LEMONS...

OBJECTIVE: Survive!

CRASH COURSE—LOWER LEVEL


START
01
BOUNCE PAD TO UPPER LEVEL
02
X2

CRASH COURSE— UPPER LEVEL


03
LADDER
BOUNCE PAD
FROM LOWER LEVER BOUNCE PAD
AMMO PILE
04

ENEMIES

[Gaspod]
[Assault Trooper]
[Assault Trooper Captain]
[Tentacle]

WEAPONS AND EQUIPMENT

[Pistol]
[Railgun]
[RPG]
[Shotgun]
[Ripper]
[Pipe Bomb]
[Devastator]
[Beer]

EGO BOOSTS

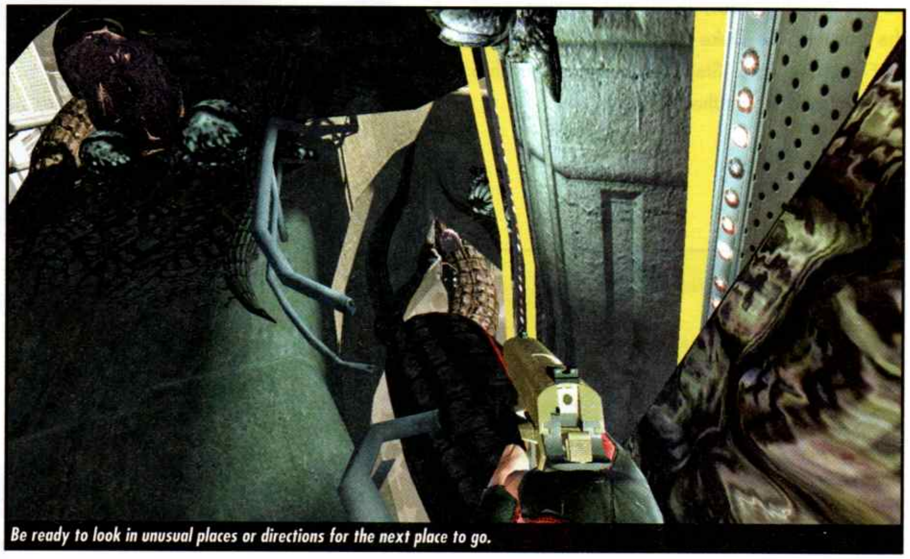
REQUIREMENT	TOTAL EGO BOOST
Throw developer frisbee.	+1

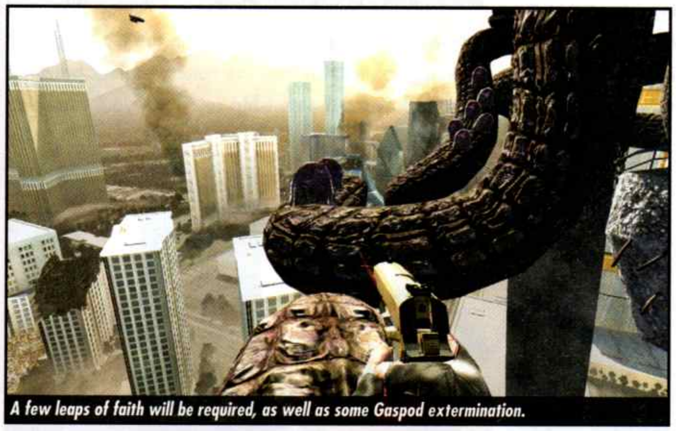
TROPHIES & ACHIEVEMENTS

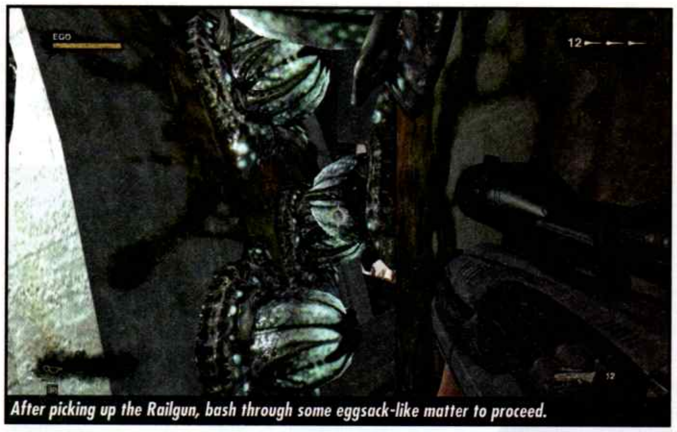
NAME	DESCRIPTION
Baron von Nukem	Shoot down 20 alien fighters.
Big Guns Big Ships	Destroy 5 alien gunships or dropships.

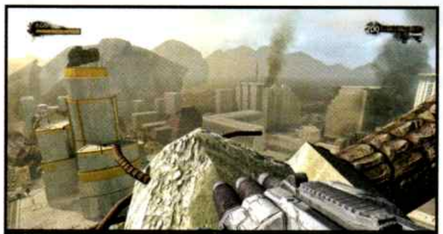
Duke wakes from his dream on an EDF gunship in flight. The EDF is packing up and shipping out to Hoover Dam to disrupt the alien activity there. The president has officially blamed Duke Nukem for the alien attack, but General Graves and EDF forces unofficially don't care. An uneventful trip to the Hoover Dam was never in the cards, though, and the EDF gunship gets shot down. Duke is lucky to crash-land most of the way up the towering Duke Burger spire. What happens in Vegas really wants to stay in Vegas, it seems.

01 During this chapter, Duke will primarily have to use huge alien tentacles to get around, moving from one broken balcony to the next. When swinging on the tentacle arms, watch out for Gaspods, which grow all over the place. Destroy them from afar with a weapon of choice to avoid taking damage while moving around the precarious heights.


Be ready to look in unusual places or directions for the next place to go.

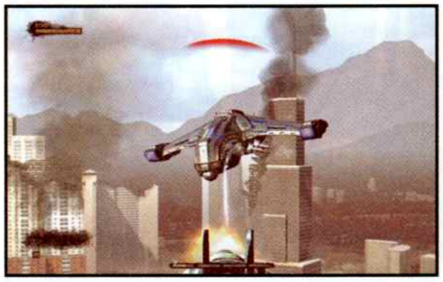

A few leaps of faith will be required, as well as some Gaspod extermination.

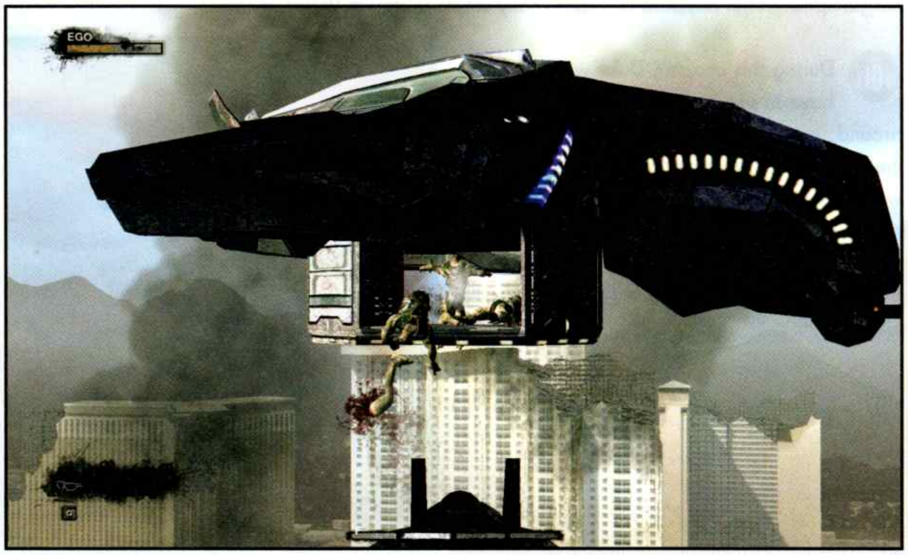

After picking up the Railgun, bash through some eggsack-like matter to proceed.


After the Assault Troopers are defeated, the way ahead will fall before you.

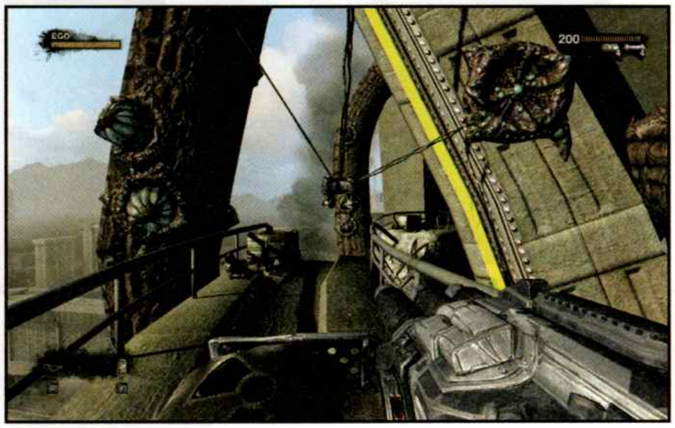
02 The action starts when a dropship offloads several Assault Troopers and Assault Trooper Captains. Between the Railgun and the other weapons available here, the Assault Troopers should pose little threat. But watch out for the Captains, who will teleport right behind Duke. When the coast is clear, a passing alien gunship leaves in a hurry—such a hurry that it causes a section of the building above to crash down. Take the newly-formed bridge to advance!

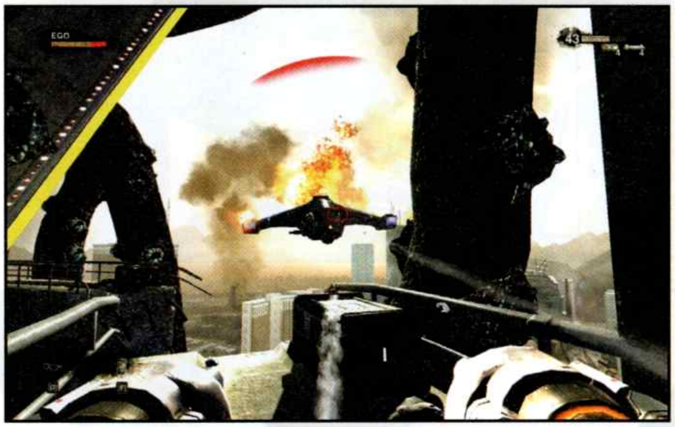
03 Bounce Pads allow you to leap to a ladder that leads high above. Up here, man the machine gun turret of the crashed EDF gunship to repel a heavy alien attack. Three fighters swoop in, followed by a dropship that offloads several Assault Troopers. Two fighters and three more Assault Troopers follow, before a dozen fighters assault in a row. Two Assault Trooper Captains then attack, before an alien gunship soars in to play anchor. Unfortunately for the aliens, it doesn't work and as the gunship flees, its bombs striking near the base of the Duke Burger spire shake the EDF gunship free. Step back off the gunship platform and watch the carnage.





04 After the turret battle, locate the Devastator netted up in alien webbing. Present in the same area are two Ammo Crates, an Ammo Pile, and a Beer. Grabbing the Devastator triggers the last battle of the chapter: an alien gunship shows up to take Duke out. With the Devastator in hand, though, you're properly equipped to take this strange bird down. When the gunship fires a barrage of missiles, use the concrete pillar between the remaining sections of balcony as cover. Whenever possible, keep a steady flow of rockets heading toward the gunship and refill your ammo at the Ammo Crates as needed.





Once the gunship is destroyed, a few Assault Trooper Captains teleport into the area. Kill the Troopers until an Assault Trooper Captain attempts to grab Duke before jetpacking upward; perhaps he intends to drop Duke to his doom? A strength tap allows you to avoid this fate, then a flurry of facial punches later, the Assault Trooper Captain is dead while Duke clings to his still-jetpacking body to stay aloft. This high up, the only refuge is the Duke Burger itself...

THE DEVASTATOR

Not since the battle with the Cycloid have you laid hands on a Devastator. This double-barreled rocket launcher features a high ammo count and a matching rate of fire. The rockets are explosive, which also makes the Devastator great for taking on alien craft or bosses. When you need to output a lot of damage in a hurry, it's hard to compete with the Devastator.

CHAPTER 11:

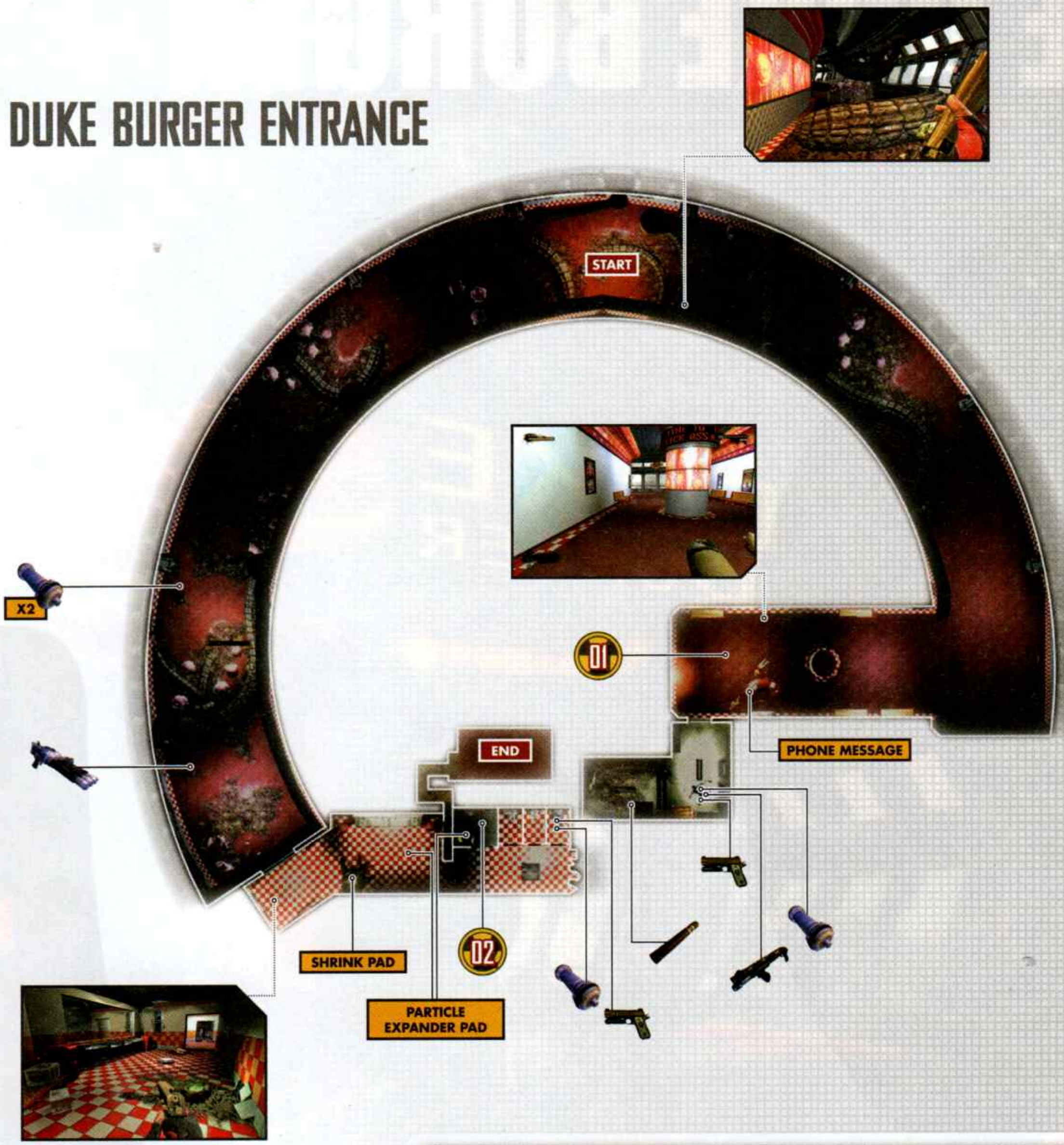
THE DUKE BURGER

DUKE
BURGER

THE DUKE BURGER, PART 1

OBJECTIVE: Get inside the Duke Burger.

DUKE BURGER ENTRANCE



The airborne struggle with the jetpacking Assault Trooper Captain results in Duke crash-landing into his own towering restaurant. Overall, the goal is still to get to Hoover Dam. But with the EDF gunship crash and a detour into Duke Burger far above the Vegas strip, the means just became a lot less clear.

ENEMIES

[Gaspod]

WEAPONS AND EQUIPMENT

[Pistol] [Shotgun] [Pipe Bomb] [Ripper]

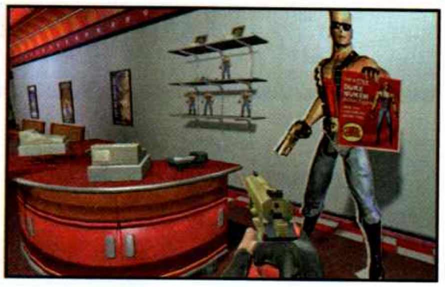
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Read Slutbutts magazine.	+1
Admire self in mirror.	+1
Urinate.	+1
Smoke cigar.	+1

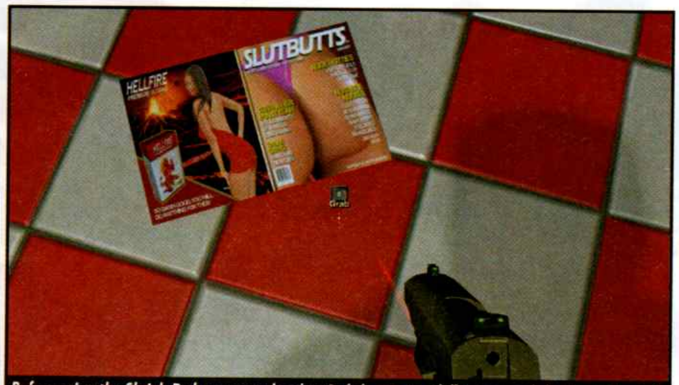
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Turd Burglar	Find and steal a piece of poo.
Call Waiting	Listen to all phone messages in the game.

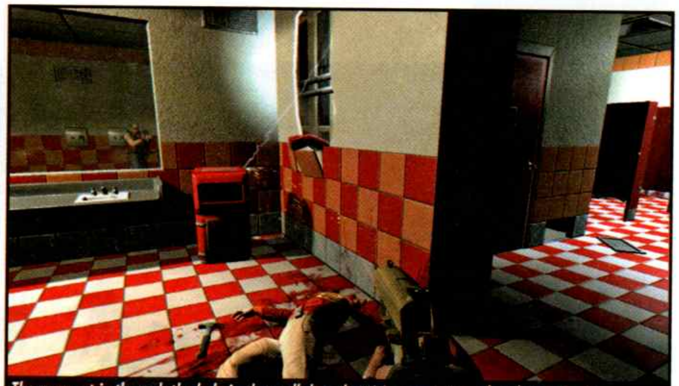
01 You start off by facing west in the entrance corridor surrounding Duke Burger and west is the place to go to get inside the restrooms that allow access to Duke Burger. But first, turn around and head backward to find the Duke Burger gift shop and storage closet. At the gift shop kiosk, you'll find yet another phone message for the "Call Waiting" **Achievement/Trophy**, and inside the closet you'll find a cigar. Puffing on the cigar is good for an **Ego boost**. Once you're satisfied with these bonuses, you can head back toward the restrooms.



02 Not since he was inside the casino has Duke been forced to get small. The bathroom contains a Shrink Pad and a Particle Expander Pad, so Duke can change size at will.



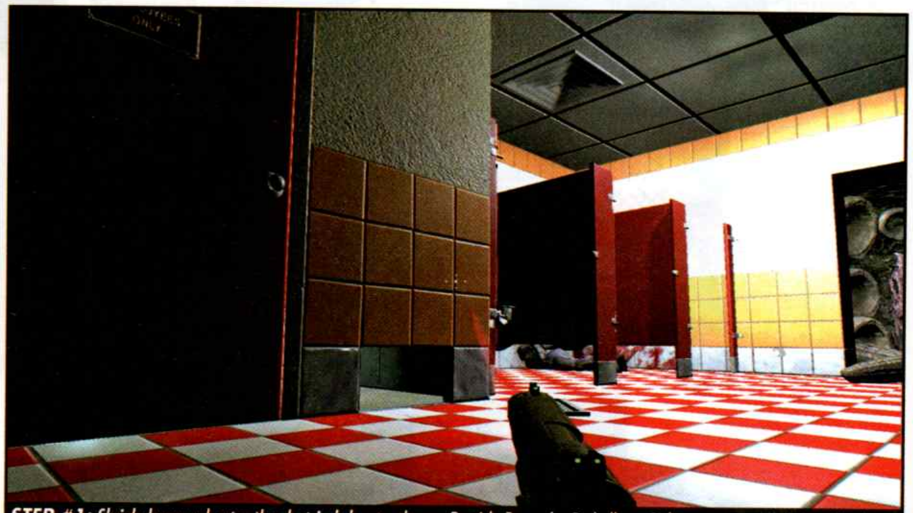
Before using the Shrink Pad to access the electrical closet, stay full-grown and check out the stalls for some Ego-boosting reading material.



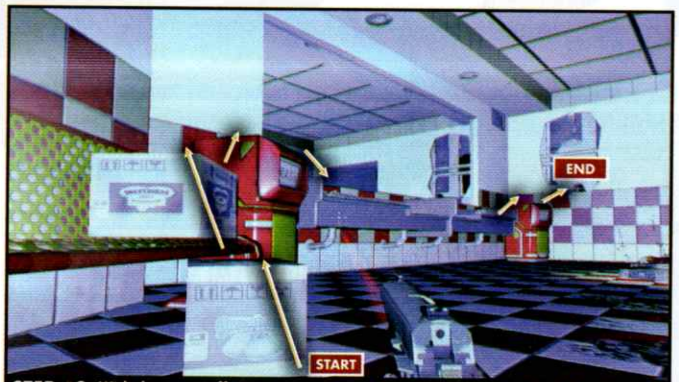
The way out is through the hole in the wall, but electricity prevents a shrunken Duke from making the jump.

LET'S GET SMALL

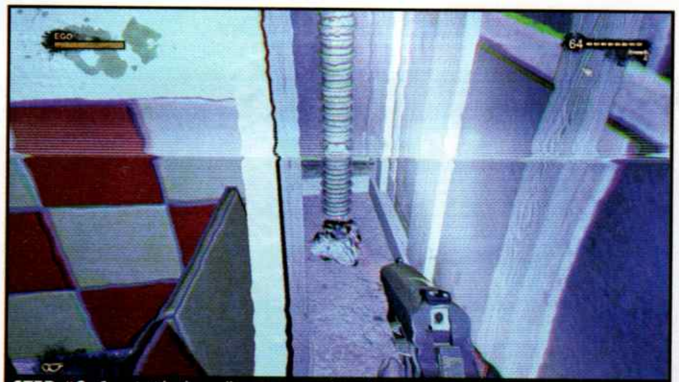
The Duke Burger chapter contains a lot of pint-sized action and platforming. Remember a few important things about being tiny: a shrunken Duke is so lightweight he doesn't take damage from a fall from any height. Shrunken Duke wields shrunken weapons, so his attacks deal much less damage against full-sized foes. Finally, shrunken Duke is very vulnerable around the feet of normal-sized enemies—don't get squashed!



STEP #1: *Shrink down and enter the electrical closet, where a Particle Expander Pad allows Duke to return to full size. Flip the breaker to shut off the power, bust the boards blocking the door, and exit.*



STEP #2: *With the power off, it's time to enable Duke Vision. Proceed to the hole in the wall by leaping across the sinks.*

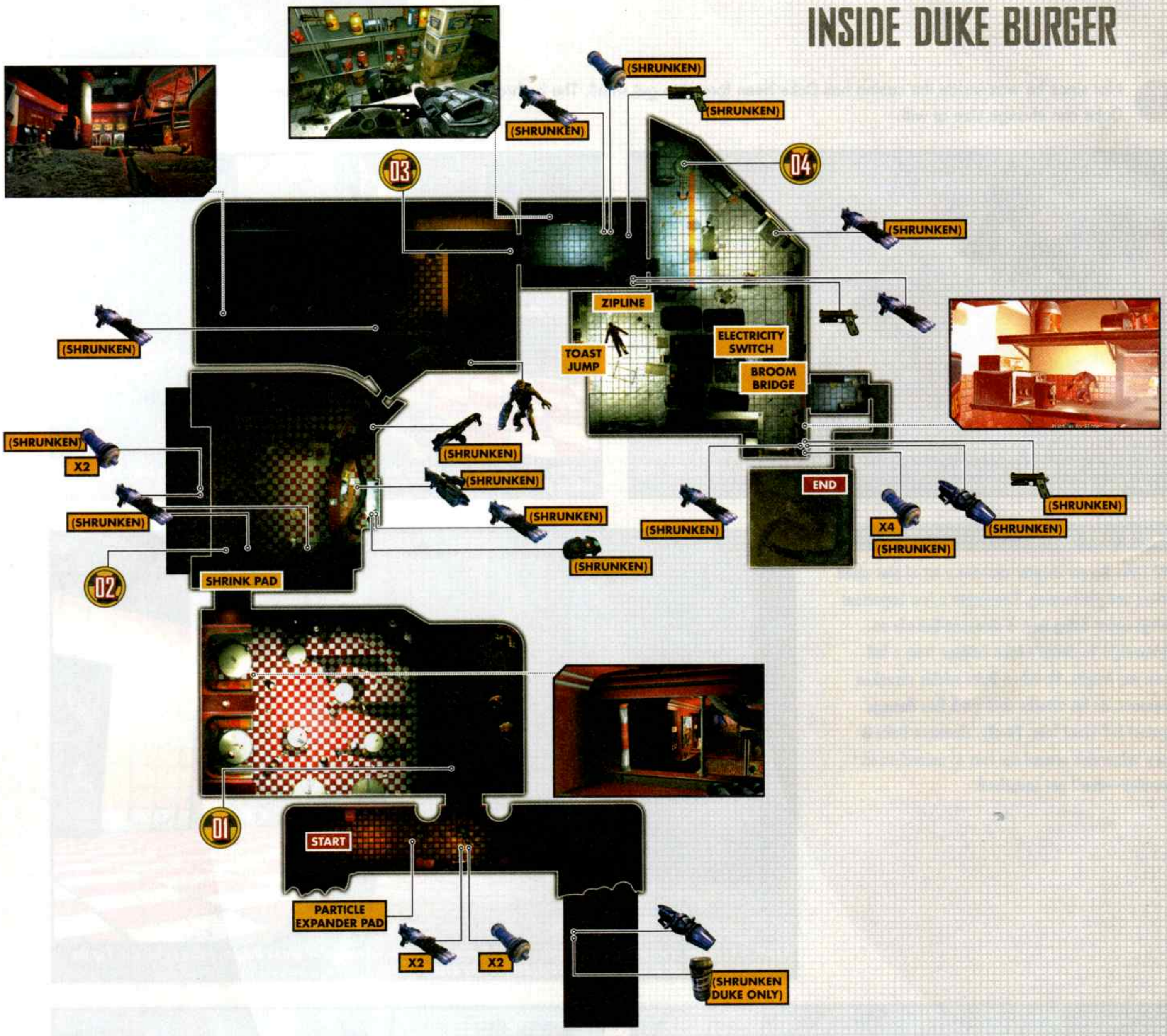


STEP #3: *Once inside the wall, you can use the coil as a makeshift ladder to ascend to the ceiling crawlspace, which leads into Duke Burger.*

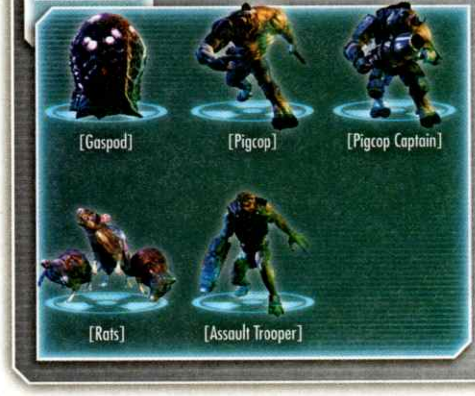
THE DUKE BURGER, PART 2

OBJECTIVE: Access the Duke Burger rooftop.

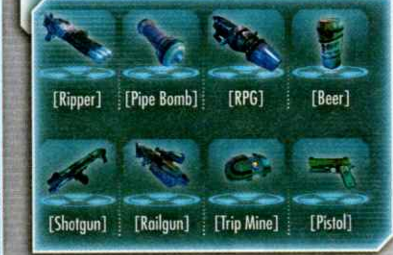
INSIDE DUKE BURGER


(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
03
04
(SHRUNKEN)
(SHRUNKEN)
ZIPLINE
TOAST JUMP
ELECTRICITY SWITCH
BROOM BRIDGE
(SHRUNKEN)
(SHRUNKEN)
X2
(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
END
(SHRUNKEN)
(SHRUNKEN)
X4
(SHRUNKEN)
(SHRUNKEN)
02
SHRINK PAD
01
START
PARTICLE EXPANDER PAD
X2
X2
(SHRUNKEN DUKE ONLY)

ENEMIES


[Gaspod]
[Pigcop]
[Pigcop Captain]
[Rats]
[Assault Trooper]

WEAPONS AND EQUIPMENT


[Ripper]
[Pipe Bomb]
[RPG]
[Beer]
[Shotgun]
[Railgun]
[Trip Mine]
[Pistol]

EGO BOOSTS

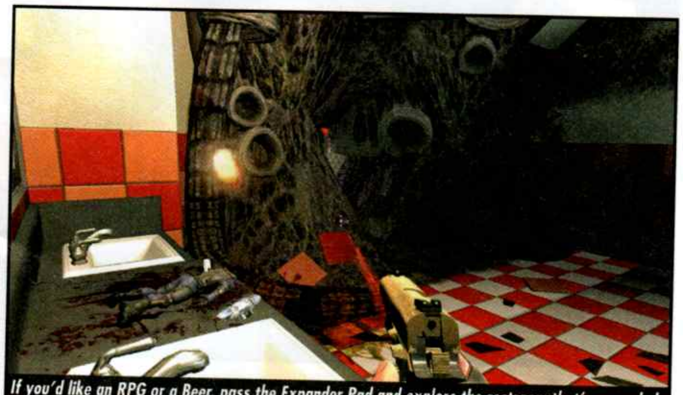
REQUIREMENT	TOTAL EGO BOOST
Make shot in basket (jump through hoop as shrunken Duke).	+1

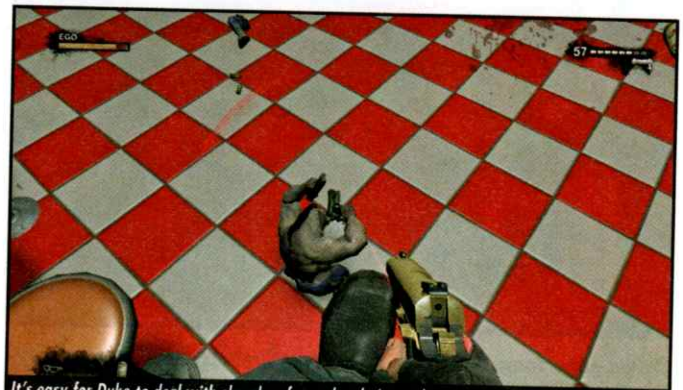
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Hippy Stomper	Foot stomp 12 creatures.

Duke has accessed his own flagship restaurant via the crawlspace above the ceiling. He spends most of this chapter shrunk, dealing with unique combat and platforming challenges. The Hoover Dam seems very far away while negotiating the terrors of a flooded, electrified kitchen.

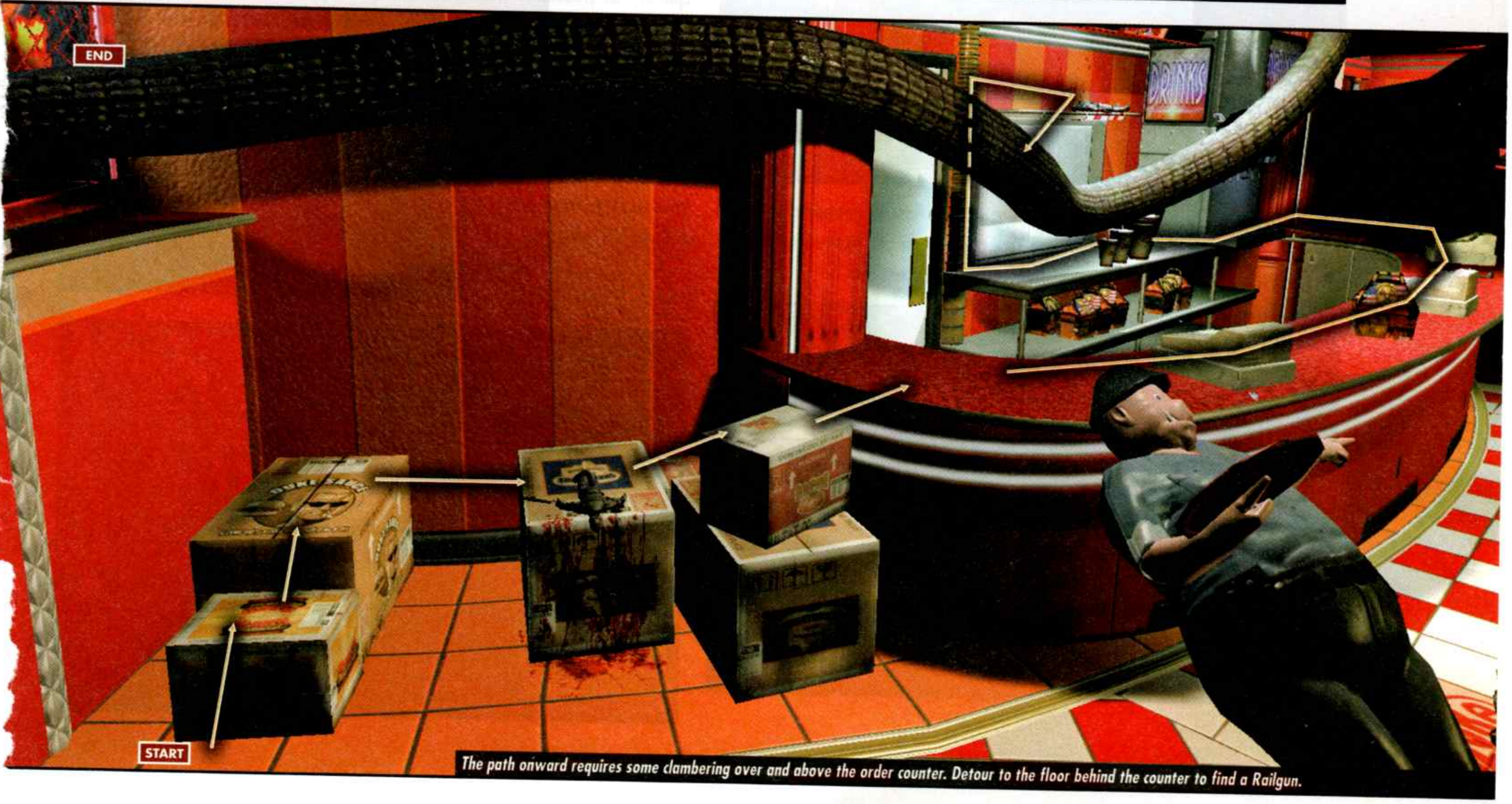
01 Duke Nukem starts off this section of the chapter in a shrunken state. Locate a Particle Expander Pad at the start, which is all set to get the big boy back in shape. At first glance, the dining room looks abandoned. Notice the upturned drink cups, however...do some of them seem to be moving? That's because shrunken Pigcops are inside them! Although these tiny brutes will open fire, they'll do minimal damage if you kill them quickly. You can also simply ignore the tiny foes and proceed to the next area.


If you'd like an RPG or a Beer, pass the Expander Pad and explore the restroom that's concealed by Gaspods.


It's easy for Duke to deal with shrunken foes when he's regular size. Simply stomp on the enemies, or put a round or two into them from any weapon.

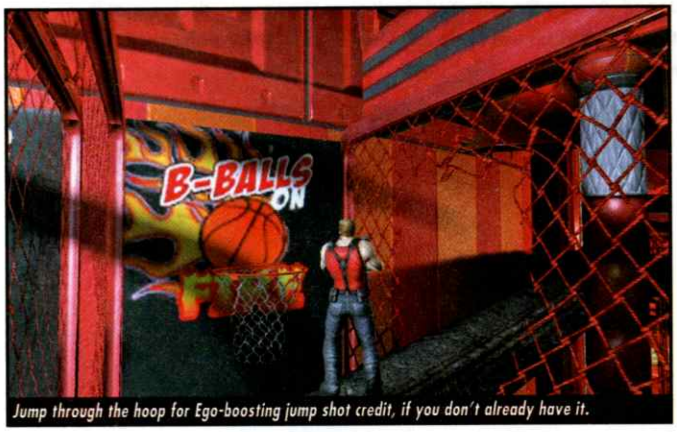
02 Climb into the next area (the order counter) from atop a booth and through a smashed window to trigger hidden Shrink Pads. Now back to a pocket-sized Duke, watch out for shrunken Pigcops hiding inside drink cups.

When fighting small against small, you're on even grounds. Defeat the Pigcops using normal methods.



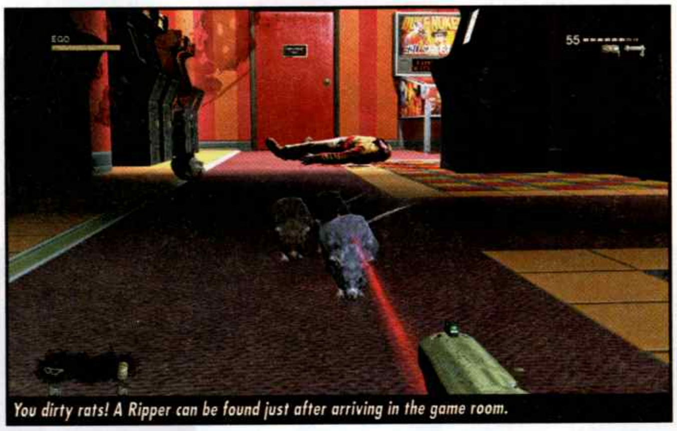
The path onward requires some clambering over and above the order counter. Detour to the floor behind the counter to find a Railgun.

03 The tentacle stretching away from the order counter leads to the game room. If you didn't get the **Ego boost** for shooting a hoop in the Duke Cave or Duke Nukem's Titty City, now's your chance to snag it. But instead of shooting a basketball, you need to slam-dunk Duke by jumping off the tentacle and going through the hoop!



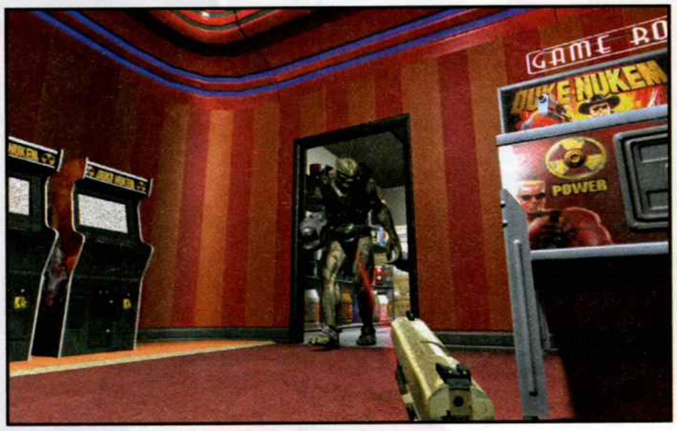
Jump through the hoop for Ego-boosting jump shot credit, if you don't already have it.

On the game room floor, the first imminent threat is a pack of rats, previously feasting on a human corpse. These disease-ridden foes won't provide much resistance to bullets, even shrunken bullets. Next, approach the door on the east side of the room, but duck underneath the pinball machines when you hear banging from the other side.

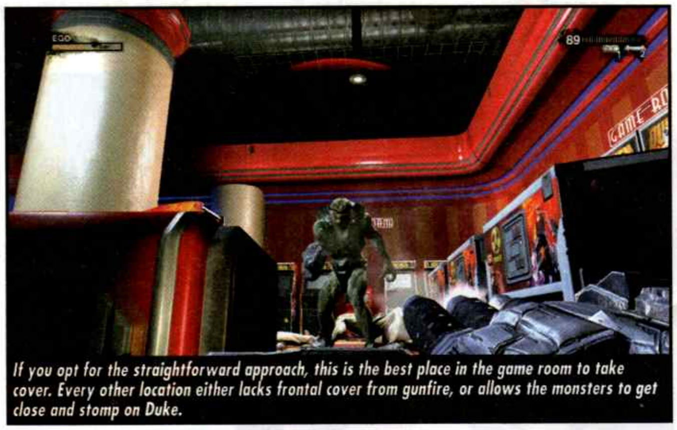


You dirty rats! A Ripper can be found just after arriving in the game room.

Shortly after the confrontation with the rats, two Assault Troopers emerge from the stockroom. Another Assault Trooper hangs out in the stockroom. There are a few approaches to consider for this scenario.



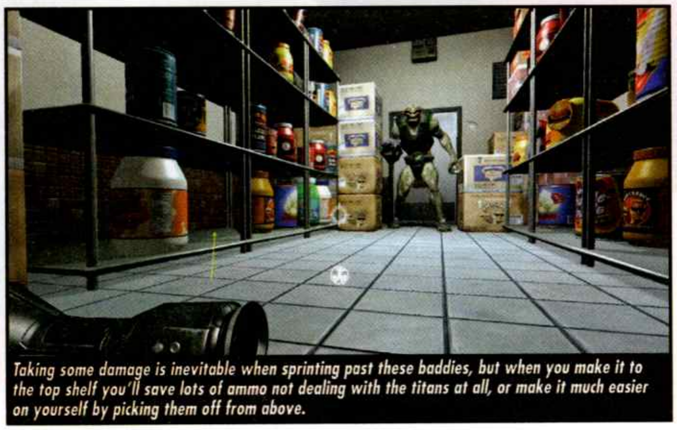
The most obvious is to simply defeat the three towering Assault Troopers with brute force. Sure, they may be huge compared to Duke right now, but they're still the weakest of the alien units. Or, you can lure the Assault Troopers into the room and make them walk over the shrink pads to turn them the same size as Duke. To make this happen, hide behind the door on the opposite side of the room.



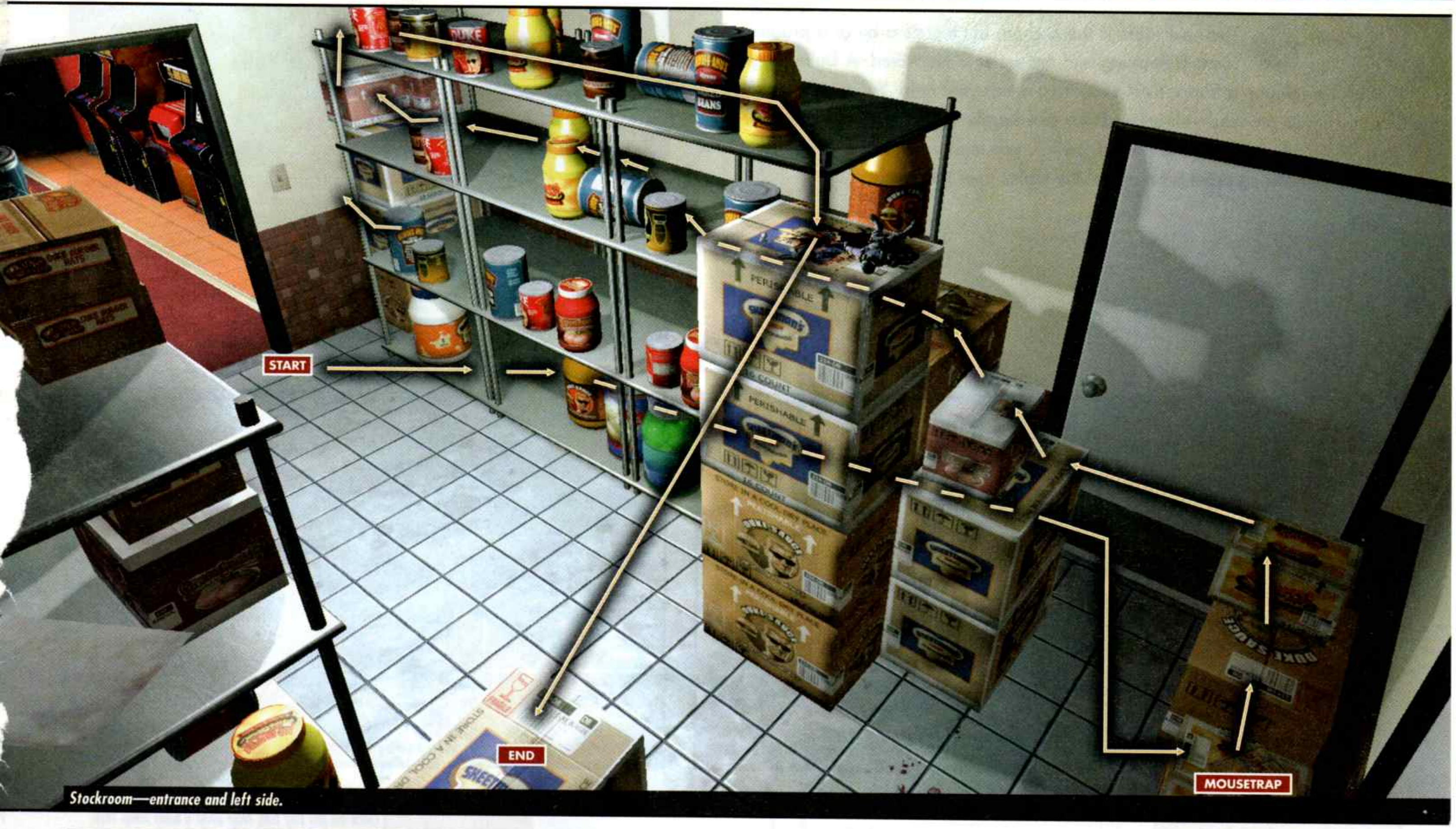
If you opt for the straightforward approach, this is the best place in the game room to take cover. Every other location either lacks frontal cover from gunfire, or allows the monsters to get close and stomp on Duke.

On the other hand, you may prefer to avoid direct confrontation. If you hide underneath the pinball machines to the right of the stockroom door when the Assault Troopers first burst through, they'll run a good distance into the room. This creates an opportunity to sprint into the stockroom. Once inside, break left and head for the bottom shelf of the left stock rack, as the third Assault Trooper will spot shrunken Duke. From here, run behind the bottles to ascend the shelves (see screenshot to the right). Of course, the two Troopers in the game room will rush in to help out their pal.

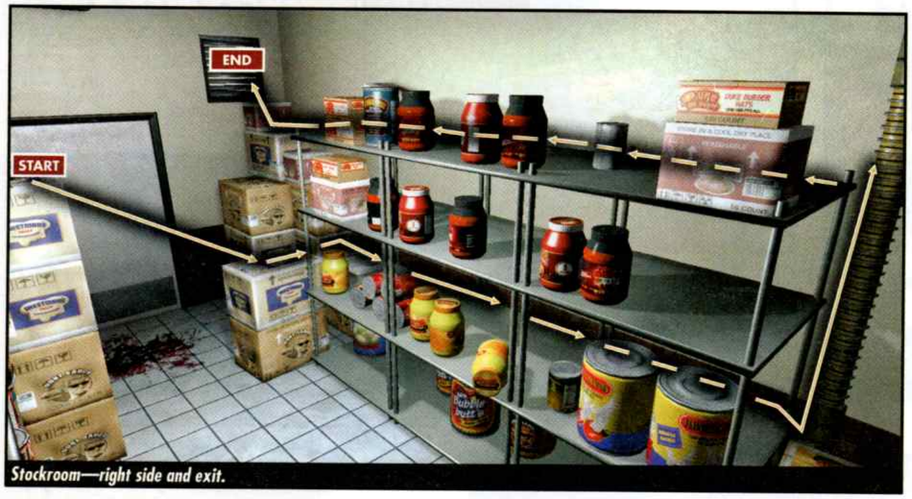
The idea here is that you ascend the shelves to reach the top level as quickly as possible. Then you can either puncture the huge alien's eyeballs with headshots, or opt to proceed to the next area and disregard them altogether. There are still shrunken foes to deal with on the stockroom shelves, but they're much less threatening than their full-grown brethren.



Taking some damage is inevitable when sprinting past these baddies, but when you make it to the top shelf you'll save lots of ammo not dealing with the titans at all, or make it much easier on yourself by picking them off from above.



Stockroom—entrance and left side.



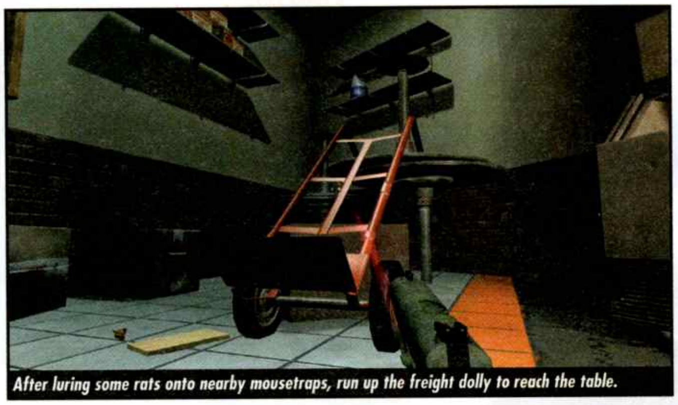
Stockroom—right side and exit.

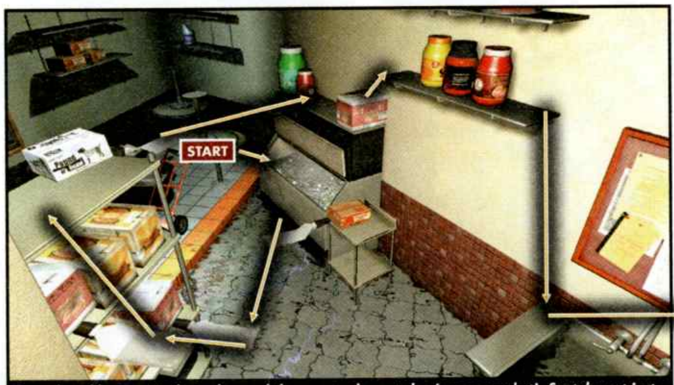
They're so cute when they're little.

The stockroom isn't just about the three Assault Troopers, though. The way to the kitchen is through a grate high off the ground and you need a shrunken Duke to make this happen.

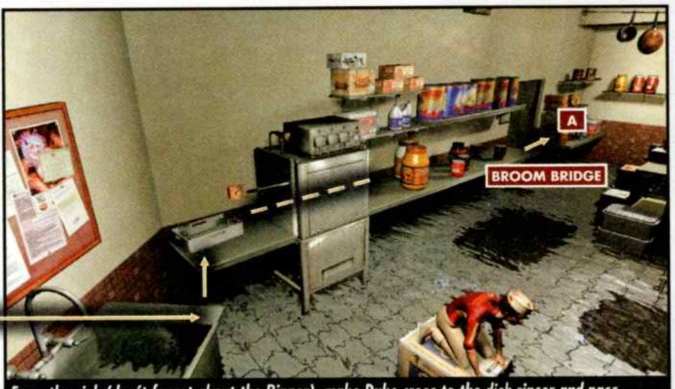
After entering, locate the boxes stacked on either side of the shelving and use them to reach the next level. Whether or not you've dealt with their big friends, several shrunken Pigcops will attack from the other side of the stockroom. If the big guys are still standing, ignore the little fellas until you reach the top and then jump from one side to the other. On the right side, a coil extending along the side vertically works as a makeshift ladder for little Duke. From the top shelf of the right side of the stockroom, it's easy to reach the grate near the ceiling.

04 The next room is the kitchen, but there's a bit of a problem. The room is flooding and the water is electrified. A Duke Burger employee is trapped on a box and needs your help. You also need her help to proceed—shrunken Duke can hardly reach normal doorknobs, after all. To access the breaker switch, you must traverse the entire room. Your starting point is on one of the tables near the start.

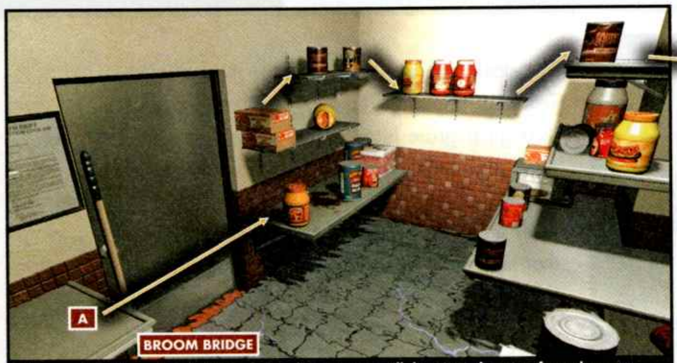

After luring some rats onto nearby mousetraps, run up the freight dolly to reach the table.



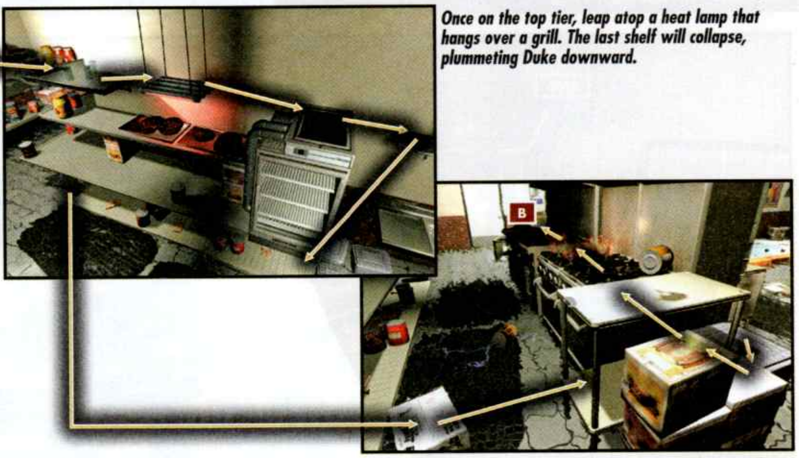
From the table, jump to the ice box and then run to the spatulas (see screenshot). Spatulas act just like stools for shrunken Duke or Bounce Pads for full-grown Duke—they create some serious air!



From the sink (don't forget about the Ripper), make Duke cross to the dish rinser and pass through, then create a narrow bridge out of a broom.

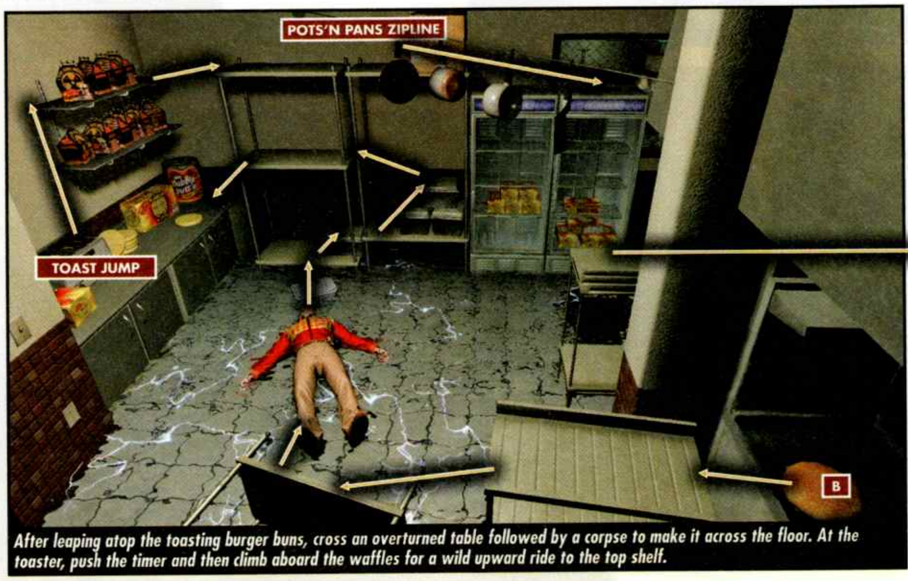


After crossing the makeshift bridge, shrunken Pigcops will drop into the room from the vents above and attack. Pick up the conveniently placed Pipe Bombs and RPG for some heavy firepower to salt this pork.

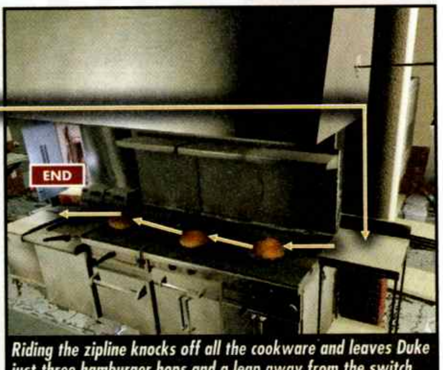


Once on the top tier, leap atop a heat lamp that hangs over a grill. The last shelf will collapse, plummeting Duke downward.

Watch out for mousetraps on the bottom level. A Pigcop will push a box off the oven rack and open fire. This box forms a new bridge; use it to access the previous position of the Pigcop.



After leaping atop the toasting burger buns, cross an overturned table followed by a corpse to make it across the floor. At the toaster, push the timer and then climb aboard the waffles for a wild upward ride to the top shelf.

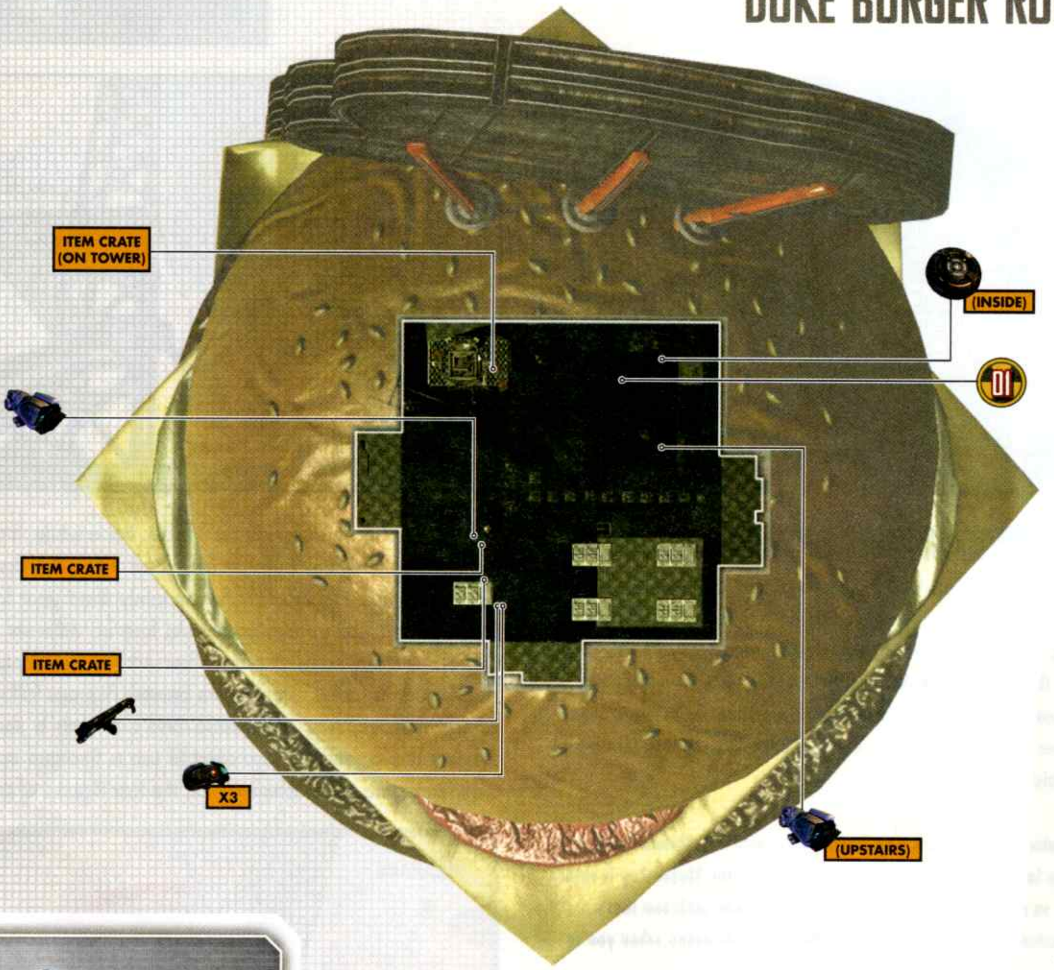


Riding the zipline knocks off all the cookware and leaves Duke just three hamburger hops and a leap away from the switch. After flipping the breaker, the Duke Burger employee will finally open the door.

THE DUKE BURGER, PART 3

OBJECTIVE: Survive until rooftop extraction.

DUKE BURGER ROOFTOP


ITEM CRATE (ON TOWER)
(INSIDE)
01
ITEM CRATE
ITEM CRATE
X3
(UPSTAIRS)

As Duke gains roof access, the EDF soldiers get a fix on him again. They'll swoop in for a rooftop extraction in just a few minutes but, in the meantime, the aliens want a bit of Duke's time, too. The only goal on the rooftop is to survive their attack.

ENEMIES

[Pigcop]
[Enforcer]
[Assault Commander]

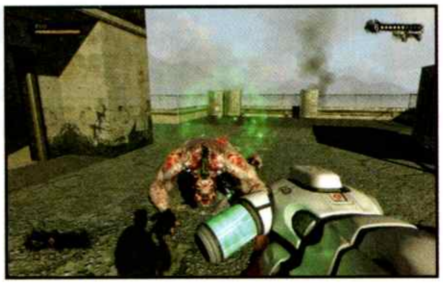
WEAPONS AND EQUIPMENT

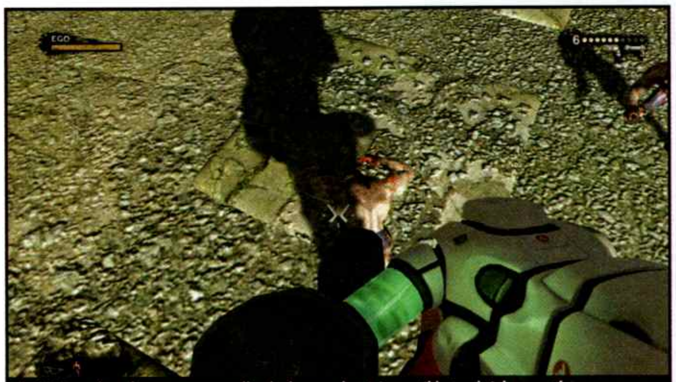
[Holoduke]
[Shrink Ray]
[Shotgun]
[Steroids]
[Pipe Bomb]
[Trip Mine]

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
He's Got a Hologram!	Use a Holoduke during the single-player campaign.
Hippy Stomper	Foot stomp 12 enemies.

01 Wave after wave of Pigcops and aliens will be offloaded by alien dropships, but the fracas doesn't start immediately. Take the brief respite to explore the rooftop and gather supplies, including two new weapons. The first is available right away. Two Shrink Rays are ripe for the taking, easing the impact of the coming battle. There are also plenty of Trip Mines and Pipe Bombs, a shotgun if you'd prefer to keep things simple, as well as a bottle of Steroids perched on an antenna tower (shoot the Item Crate off the tower to snag the pills).





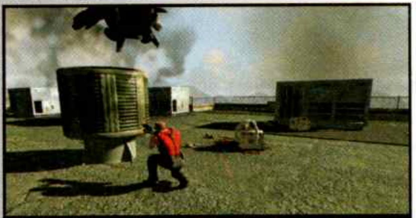
Shrink Ray shots have a very small splash zone, but it's possible to shrink more than one enemy simultaneously if they're close enough to the impact blast.

LET'S GET SMALL

The Shrink Ray is one of the game's most potent weapons. With a single shot, it will shrink any enemy who isn't a boss (or a vehicle), making them the perfect size for stomping. Shrunken foes are also extremely vulnerable to other weapons. Without a doubt, the Shrink Ray is the strongest weapon to deploy against the game's toughest non-bosses, like the Assault Commander and the Enforcer. Even against the tougher foes, it will only take a single Shrink Ray shot and then a boot to the dome to finish things.

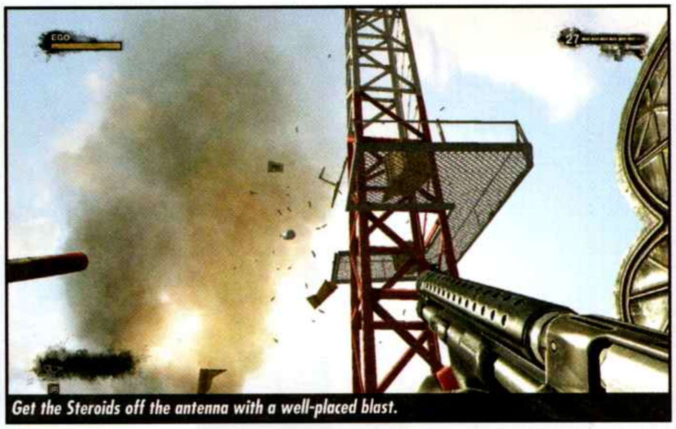
The only disadvantage to the Shrink Ray is that you cannot loot shrunken weapons off dead shrunken foes. Furthermore, the magazine size of the Shrink Ray is rather small (10 shots), so don't run over a Shrink Ray while armed with one that's missing ammo. Instead, only run over another Shrink Ray for ammo when you're completely dry.

YOU THINK THIS IS THE REAL DUKE? IT IS!


The Holoduke can change a fight when it seems that nothing else can.

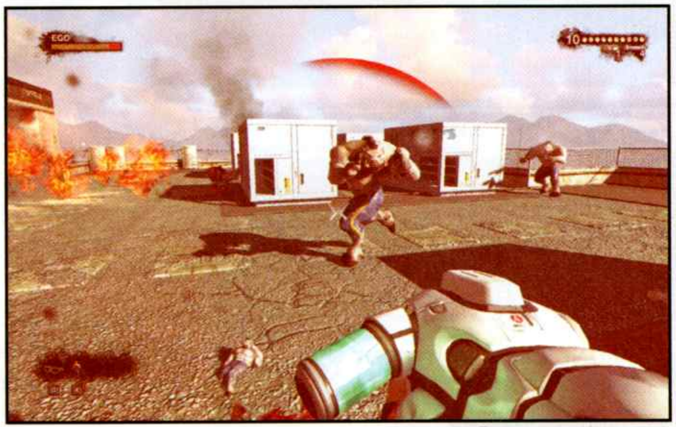
The Shrink Ray isn't the only new toy on the scenic Duke Burger rooftop. The first Holoduke is concealed inside an Item Crate in the small rooftop building. This useful decoy mechanism generates a hologram copy of Duke, while cloaking the real Duke. The hologram appears to run around, fire at enemies, and hurl insults at them. When used, it will draw the attention of nearby enemies, allowing the cloaked Duke easy pickings of the lot.

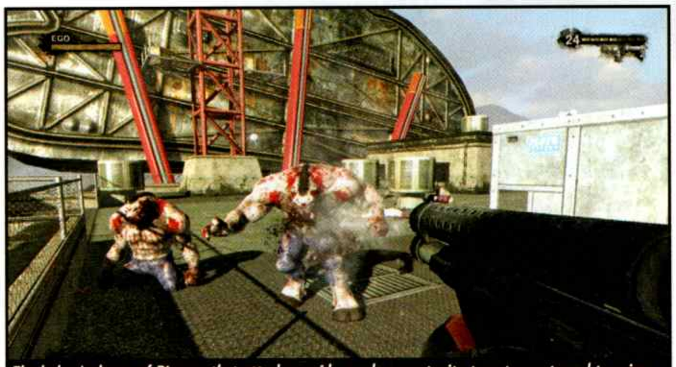
Holodukes aren't very abundant, so make sure to use it only when absolutely necessary. Holodukes can easily turn a hopeless situation into a victory, so save them for big firefights when all seems lost.



Get the Steroids off the antenna with a well-placed blast.

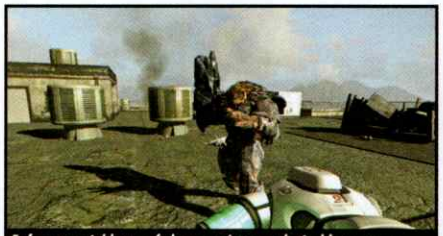
The waves of enemies are interminable. For a while, it's a mess of Pigcops but stronger enemies join the fray a bit later. The first wave consists of several berserk Pigcops. You've certainly fried your fair share of bacon by now, so these ex-humans should fare no different. This first batch of Pigcops is followed by one more berserk Pigcop, flanked by two Pigcops dual-wielding pistols. Three more berserk Pigcops follow and finally three armed Pigcops, two with pistols and one with a shotgun, cap off the swine extravaganza. If you elect to use a Shotgun up here, here's your shotgun ammo replenishment…off the last Pigcop of this initial wave.





The baker's dozen of Pigcops that attack provide ample opportunity to get accustomed to using the Shrink Ray. You should hold onto the Holoduke, though. You've made it this far fragging Pigcops without a Holoduke, so there's no reason to fancy it up for them now.

After all the Pigcops are history, the aliens try something a little stronger. A lone Enforcer enemy is dropped off. This foe will generally plod along and look for chances to fire his homing rockets at Duke. These circling blue rockets can be very difficult to avoid out in the open. Even if a rocket flies clean past Duke, it may perform a quick 180-degree turn and hit him in the back! Move behind cover or perform erratic evasive maneuvers to avoid Enforcer salvos. Enforcers are also capable of landing a powerful punch when fighting up close.

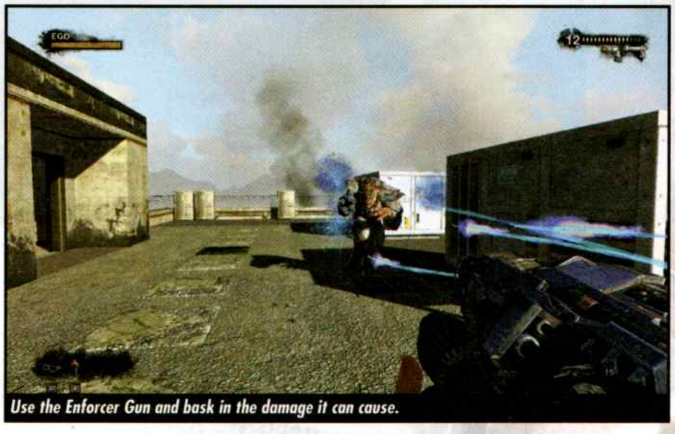

Enforcers wield one of the game's most desirable weapons—the appropriately-titled Enforcer Gun.

THE ENFORCER GUN

The Enforcer Gun holds 15 drunken rockets and fires them in three-round bursts. Thus, you get five trigger-pulls per Enforcer Gun, unless you loot more Enforcer Gun ammo from a fallen foe. The little blue rockets may initially seem to move randomly, but they will relentlessly track down a target. If all three rockets from a three-round burst strike the same target, the damage caused make it the most powerful weapon in the game on a per-trigger-pull basis. Three Enforcer Gun rockets can cause more damage than a dead-on Railgun or RPG shot! The Enforcer Gun also has an advantage in that you don't need to "babysit" shots as much as other weapons. Just step out from cover, fire a burst in the general direction of the enemy, then step back into cover.

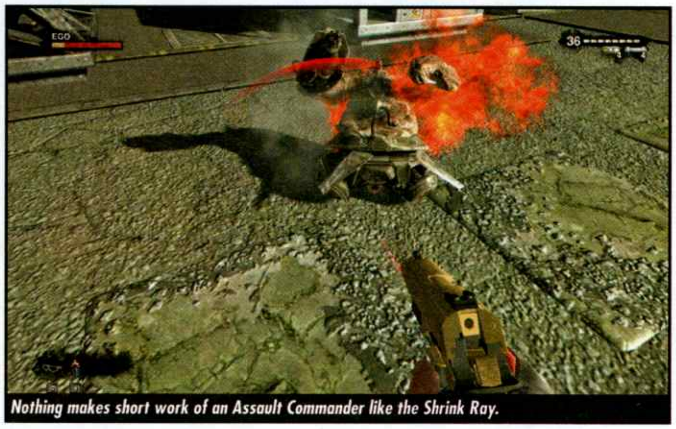
While Enforcers are susceptible to the Shrink Ray, and using the Shrink Ray against the toughest bruisers is wise, don't use the Shrink Ray on Enforcers during this battle. Instead, give their Enforcer Guns a try.

After the first solo Enforcer, a dropship offloads two berserk Pigcops and another Enforcer. Keep some sort of cover between Duke and the Enforcer while dealing with the rushing Pigcops. These baddies are followed by two more Enforcers. The last gasp of the Enforcer attempts comes as the aliens offload two Enforcers and a berserk Pigcop. While Enforcers are tough, between the two Shrink Rays on the roof, with 20 shrink shots total, and the six Enforcer Guns you can pilfer from smoking Enforcer corpses (for up to 30 bursts of drunken rockets!), you should have no shortage of serious weapons to finish the job.



Use the Enforcer Gun and bask in the damage it can cause.

Two Assault Commanders show up just after the final Enforcer falls. Previously, you've only encountered these hovering, bloated beasts one at a time, so two of them at once should present a unique challenge... that is, unless you still have a Shrink Ray handy. Assault Commanders are about three times as stout as Enforcers! That's a lot of ammo needed to pump into these fleshy fliers...unless you just shoot each one with a single Shrink Ray shot, then finish them off with any attack you prefer.



Nothing makes short work of an Assault Commander like the Shrink Ray.

If you don't have any spare Shrink Ray ammo, it will take about a magazine's worth of Enforcer Gun rockets to down each foe. If you don't have any ammo for the Enforcer, you'll have to make due with the ammo left behind by the brutalized Pigcops, as well as any Pipe Bombs and Trip Mines in the vicinity. The Holoduke can be invaluable here, allowing plenty of time to fire on the Assault Commanders without interruption.

HARDER DIFFICULTIES

The bosses will see you now.

As noted previously, the Shrink Ray is useful for making very tough enemies into trivial pests. Nowhere is this more true than against Assault Commanders. On harder difficulty settings, this fight can be extremely difficult toward the end, as Enforcers unload their homing payload and Assault Commanders blanket the rooftop with rockets. Or, you can make it relatively easy, by conserving Shrink Ray shots and using them only on Enforcers and Assault Commanders. Defeat the Pigcops with Pipe Bombs, Trip Mines, Steroids, and shotgun blasts, and save the proverbial "big guns" for the other targets. The toughest aliens aren't so tough now, even on "Damn, I'm Good" difficulty!

MIGHTY FOOT
Proton TIRES
DUKE NUKEM

CANNONBALL RUN

"OUT OF THE FRYING PAN..."

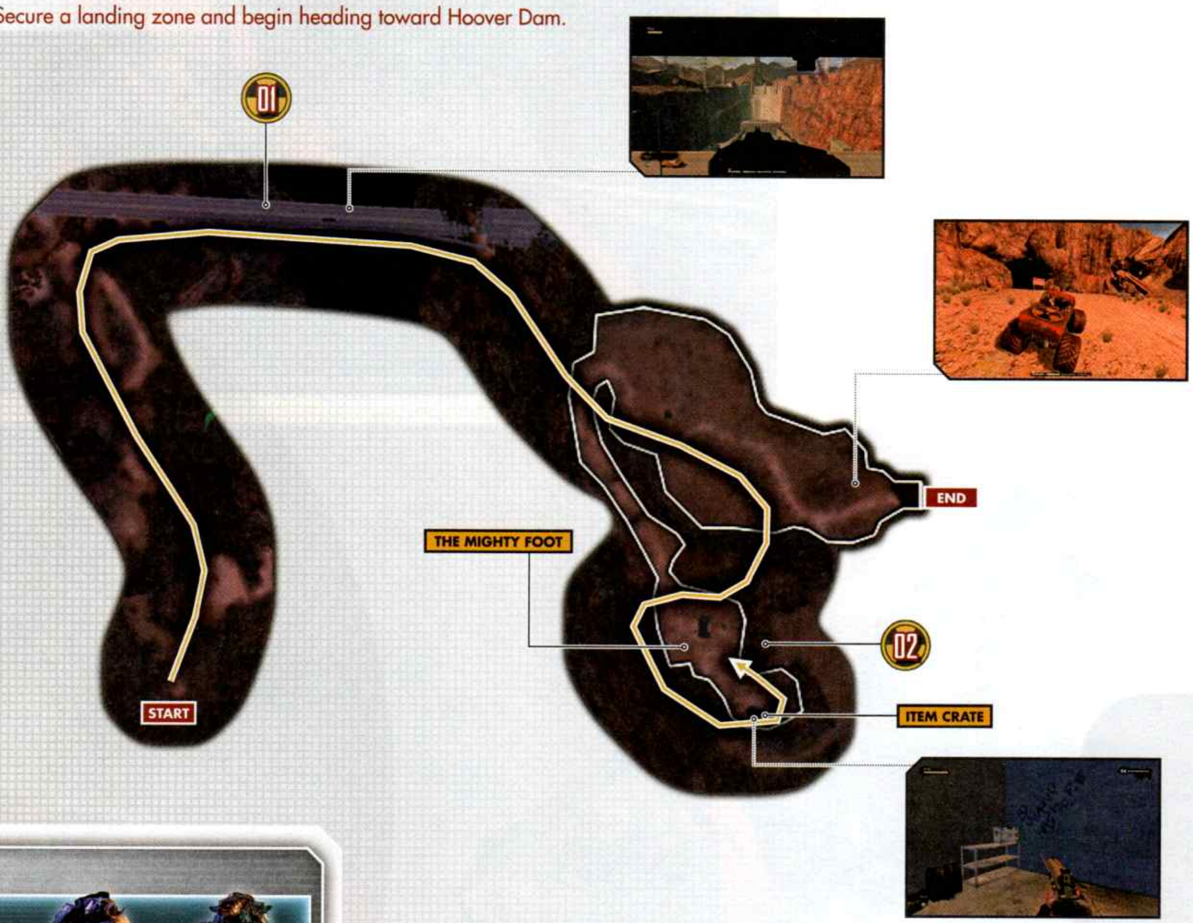
Vegas is in ruins, but at least the mothership is down and the Lady Killer and Duke Burger are secure. Duke couldn't save all the babes, but perhaps he can still save the planet. The first order of business is to cover the distance between Las Vegas and the Hoover Dam, which the aliens are now using as a point of entry into Duke's world.

CHAPTER 12:

THE MIGHTY FOOT

THE MIGHTY FOOT, PART 1

OBJECTIVE: Secure a landing zone and begin heading toward Hoover Dam.



ENEMIES

[Pigcop]
[Pigcop Captain]
[Enforcer]

WEAPONS AND EQUIPMENT

Finally, after an unexpected detour to Duke Burger, Duke has made it out of Las Vegas and is headed with the EDF toward Hoover Dam. The aliens have erected some sort of huge spire at the top of the dam and they're harnessing its immense hydroelectric power to generate a wormhole in the sky above Nevada and Arizona. Through this hole more aliens can pour through, making the loss of their mothership trivial.

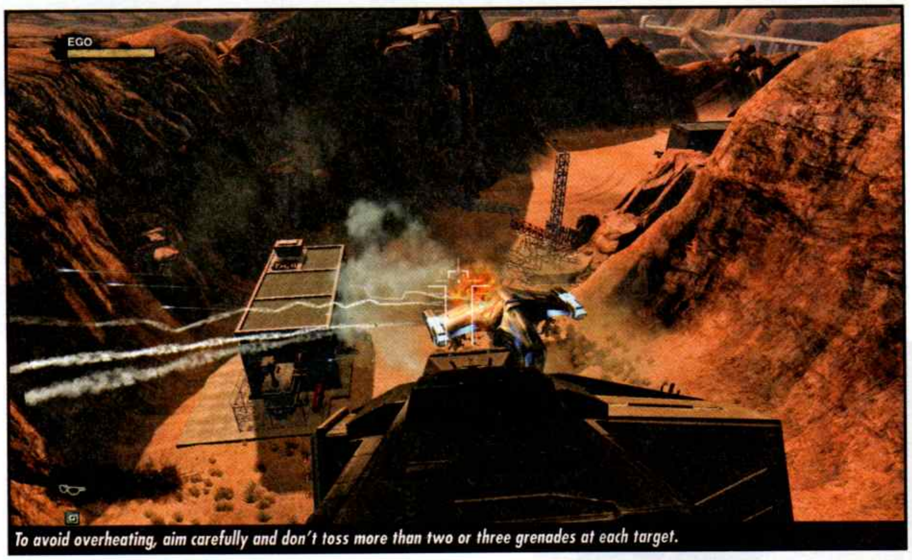
You can't simply touch down on the dam, however. As an EDF soldier informs Duke, setting down close to Hoover Dam is off-limits because an alien Battlelord is shooting down anything that draws near. Instead, the EDF must set Duke down a short distance away from the Hoover Dam, meaning he'll need to travel the remainder of the way via his monster truck, the Mighty Foot.

Like machine gun turrets, the gunship grenade turret will overheat and force a cool-down period if you just fire indiscriminately.

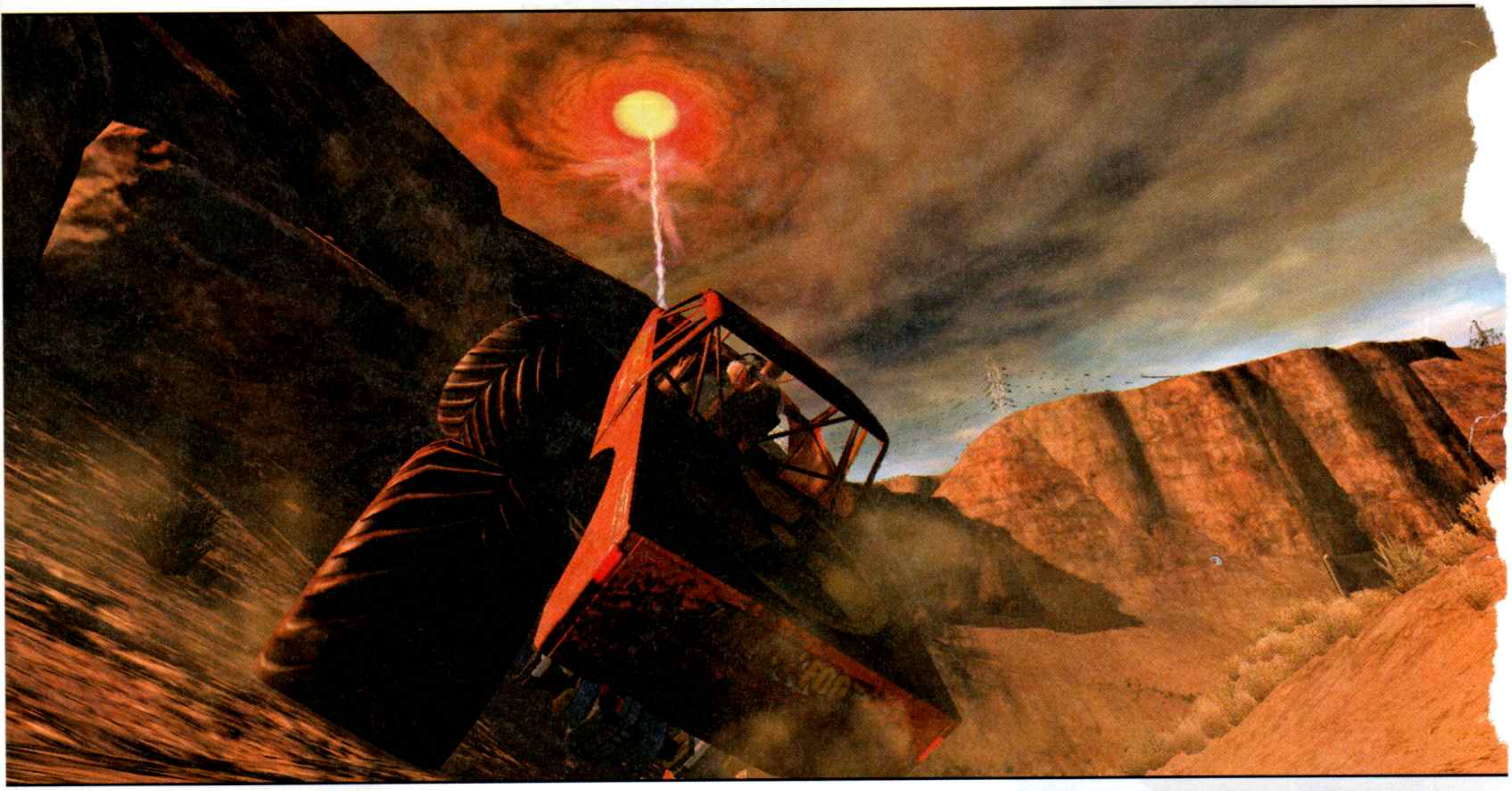
01 Initially, Duke starts behind the helm of a grenade turret in an EDF gunship. Shell the highway below, as Pigcop Captains fire at the gunship with RPGs. After buzzing the highway, the EDF locate a solid landing zone near some buildings to the south, but the area is filled with Pigcops and Enforcers.

02 The gunship will loop figure eights in a wide swath above this potential landing zone, allowing Duke to lob grenades at all the Pigcops below. You need to eliminate about two dozen Pigcops and an alien dropship before the LZ is clear enough for the EDF to drop off Duke and his truck.

Once on the ground, you can explore the southern building to nab a couple of Pipe Bombs. After doing so, it's time to get acclimated to driving the Mighty Foot before proceeding across a valley to the cave that signifies the end of the first part of this chapter.



To avoid overheating, aim carefully and don't toss more than two or three grenades at each target.



CONTROLLING THE MIGHTY FOOT

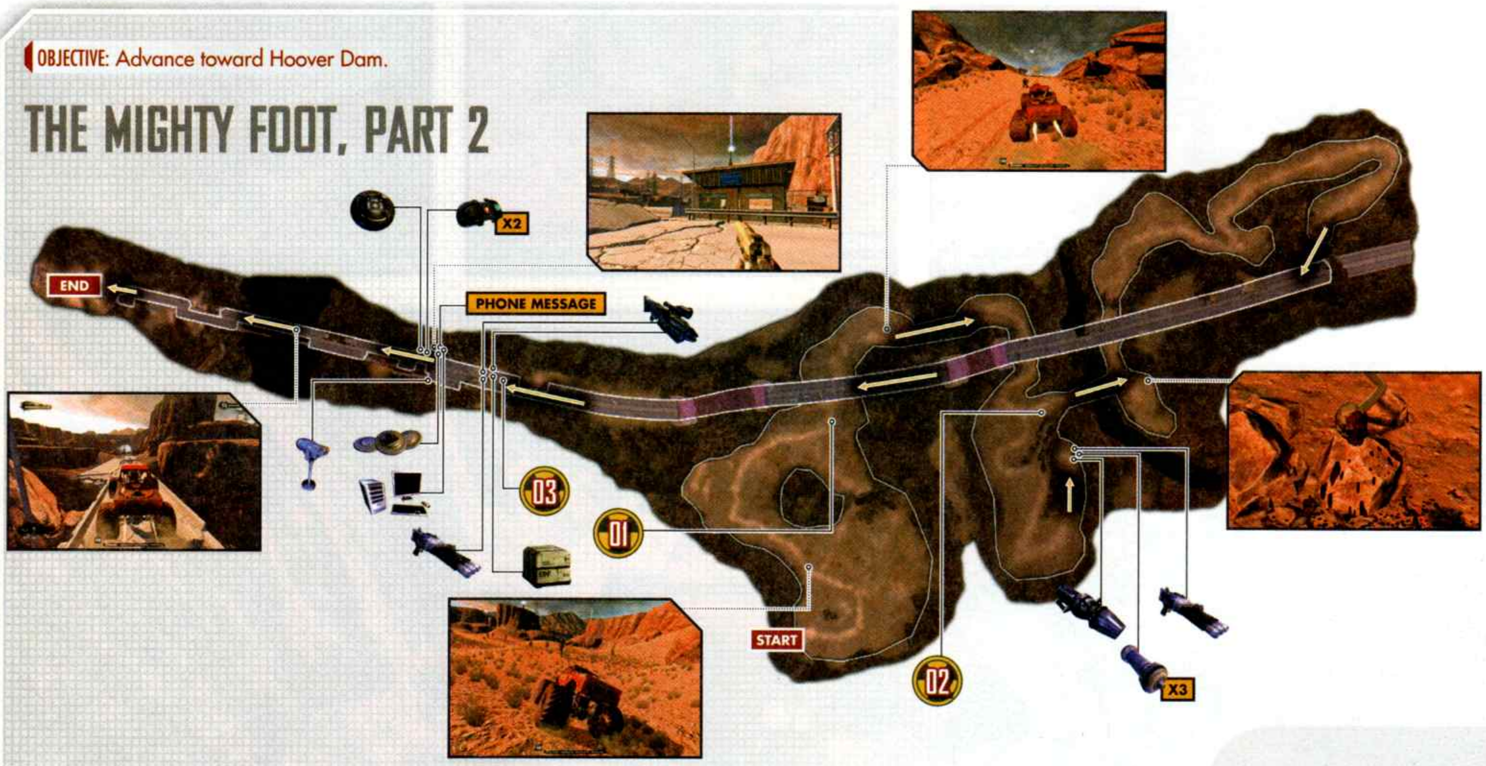
Riding the RC Car through Duke's Lady Killer casino provided a nice tutorial in vehicle piloting. Truckin' along with Duke's Mighty Foot toward Hoover Dam requires everything you learned while driving around in the tiny toy car—with a few twists.

Compared to the RC car, the boosting power of Duke's Mighty Foot is out of this world! The RC car could cause minimal damage to foes, while the Mighty Foot can make minced meat out of anything you drive over. This vehicle can instantly kill any alien or Pigcop, even at a relatively slow speed. The Mighty Foot is even capable of plowing straight through wooden structures as if they aren't even there. It's important to note that the Mighty Foot itself is indestructible, however, Duke can still take damage while driving it.

THE MIGHTY FOOT, PART 2

OBJECTIVE: Advance toward Hoover Dam.

THE MIGHTY FOOT, PART 2



ENEMIES

[Pigcop]
[Pigcop Captain]
[Enforcer]

WEAPONS AND EQUIPMENT

[Ripper]
[RPG]
[Pipe Bomb]
[Railgun]
[Enforcer Gun]
[Trip Mine]
[Holoduke]
[Gas can]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Look at computer picture in security station.	+1
Throw developer Frisbee.	+1
Use observation binoculars.	+1

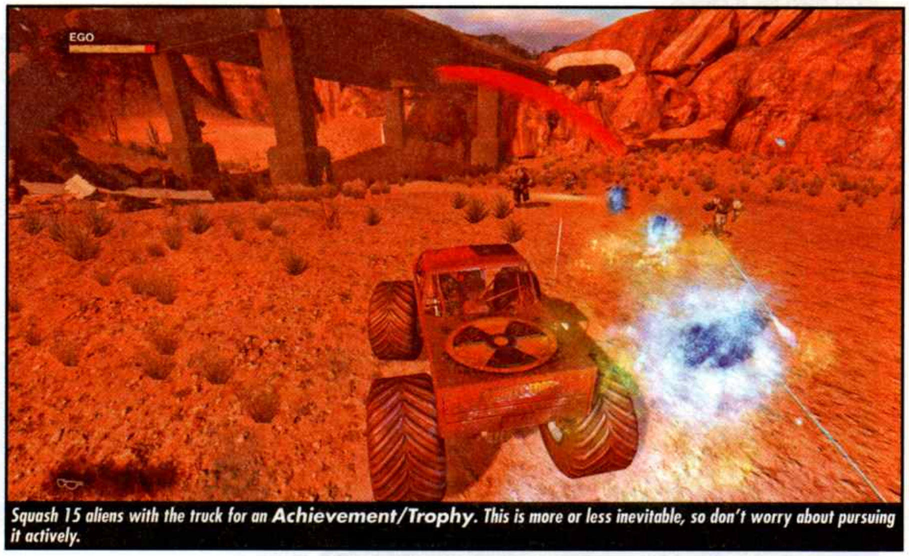
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Road Rage	Kill 15 aliens with the monster truck.
Call Waiting	Listen to all phone messages.

This chapter continues as an extension of the wide-open spaces of the previous section of this chapter. The period of easing into it is about to end, however, as the wide-open spaces give way to cramped valleys and crumbling highways, the lot of it overflowing with aliens and Pigcops.

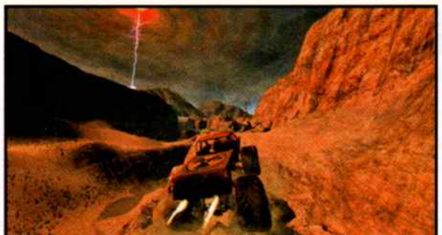
01 In this second valley, an alien dropship speeds ahead and offloads a small contingent of heavily-armed enemies. An Enforcer, a Pigcop Captain, and two Pigcops seek to stop the Mighty Foot. One way to get past them is to simply run them all over. The Mighty Foot's gigantic tires will make short work of these alien foes.

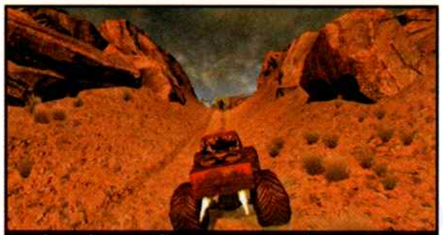
Note that enemies here still don't drop their weapons when they die, so don't exit the vehicle expecting to loot their guns. Under the highway, there's a jump that requires a significant boost.

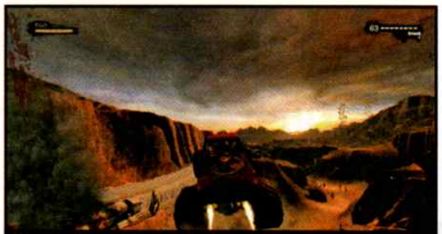


Squash 15 aliens with the truck for an ***Achievement/Trophy****. This is more or less inevitable, so don't worry about pursuing it actively.*

02 This wide-open area after the first big jump contains a downed EDF gunship. Take this brief respite to resupply with Pipe Bombs and primary weapons before attempting the second big jump. Next, proceed to the north, twisting through some valleys until the Mighty Foot reaches another jump. This one deposits Duke onto the highway.

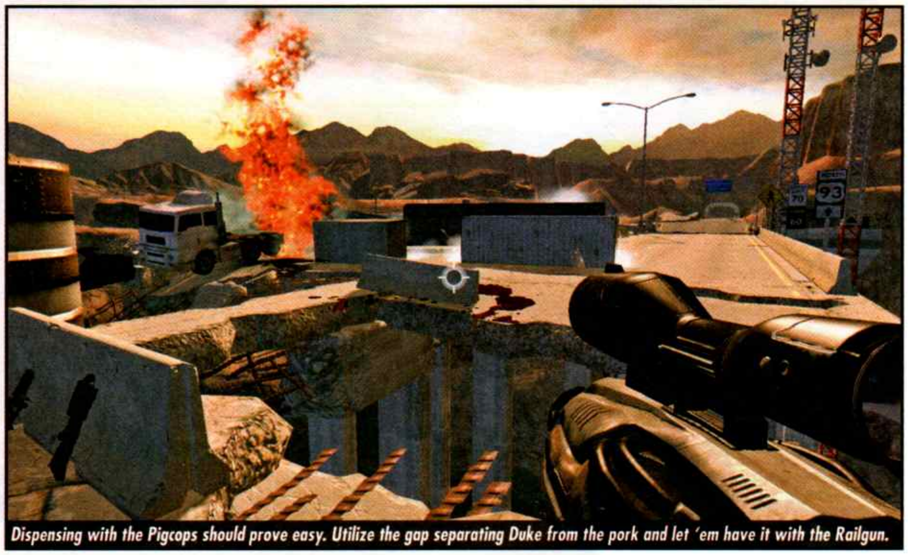

Make a turbo jump from the south to reach the downed gunship.


Another turbo jump takes you over a gorge leaving the gunship area.


This is not a conventional highway on-ramp, but it'll do in a pinch.

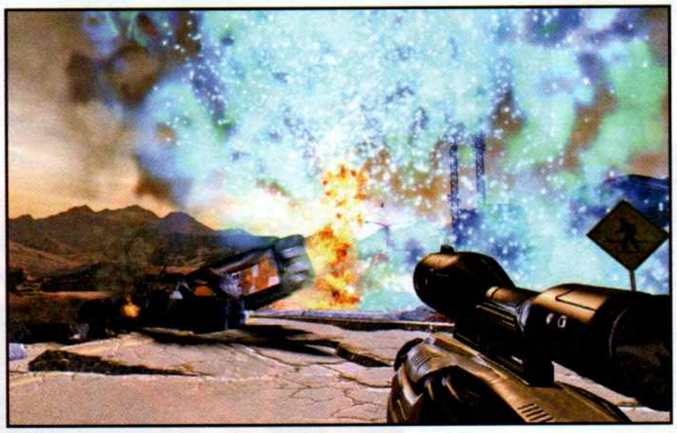
03 The Vegas highways are even less friendly now than before the alien apocalypse. Instead of honking motorists and taxicab drivers jockeying for position, there are now Pigcops standing amongst abandoned cars ready to blow away anyone foolish enough to take the freeway.

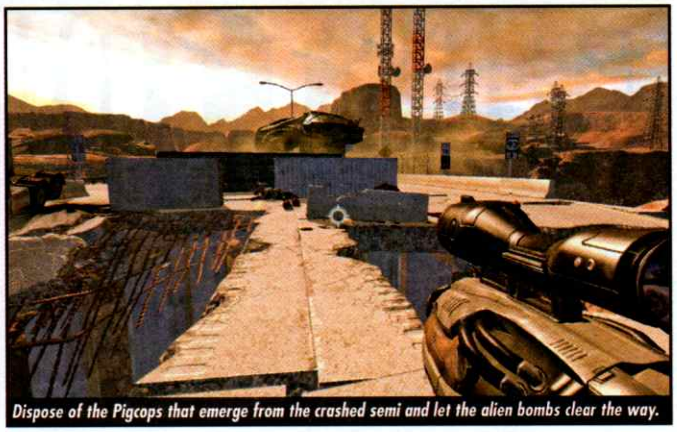
Duke Nukem isn't just anyone, though, and the Mighty Foot is no ordinary car. Continue to cruise down the highway, running down foes, passing through a couple of tunnels, and making two big jumps. Eventually, though, the Mighty Foot will run out of gas. Now it's time for Duke to search the local area for a Gas can.


Dispensing with the Pigcops should prove easy. Utilize the gap separating Duke from the pork and let 'em have it with the Railgun.

Up ahead, the highway has partially disintegrated and a crashed EDF gunship blocks the way across the only strip of road remaining. An EDF Ammo Crate indicates that something will be happening soon... Scoop up one of the Railguns and approach the barricade facing the far side of the highway to spot a truck barreling toward the gap. The truck crashes, offloading a cargo of several Pigcops.

Next, an alien dropship swoops in and drops three bombs nearby before offloading a berserk Pigcop and two Enforcers on the far side of the chasm. The bombs, instead of having the intended effect of killing Duke, knock the crashed gunship off the highway. The way is now clear! Restock at the Ammo Crate, then cross the remaining strip of road to the other side. Note that the Enforcers here will drop their guns when killed, if you'd like an Enforcer Gun to tote around.

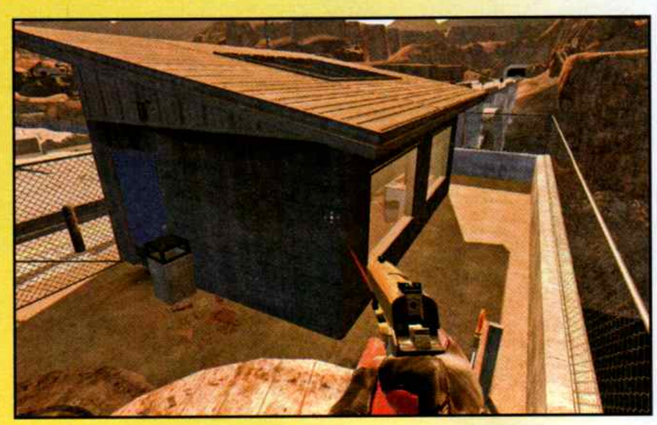


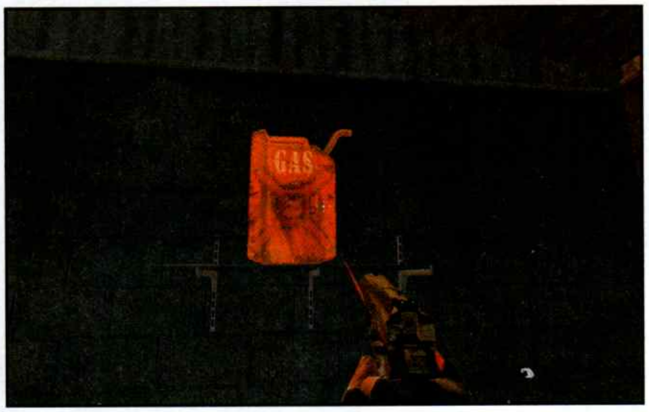


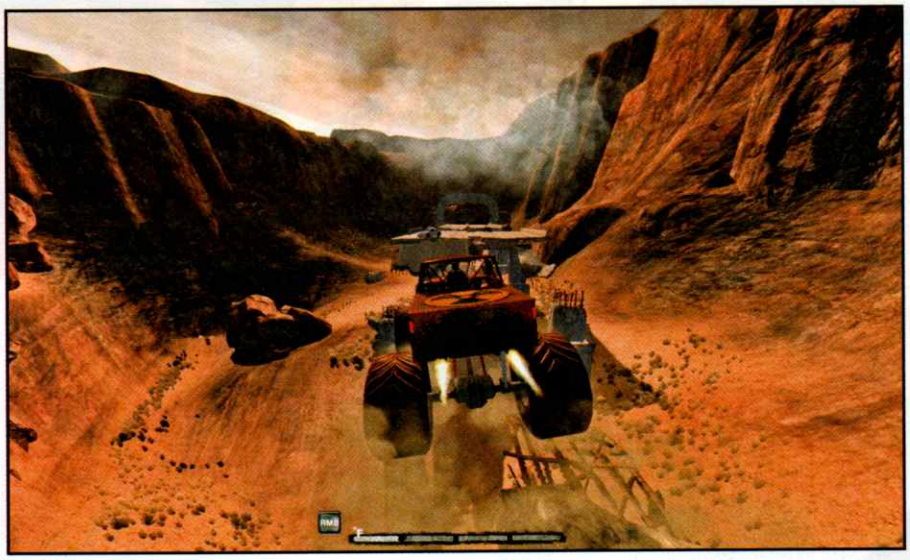
Dispose of the Pigcops that emerge from the crashed semi and let the alien bombs clear the way.

A LITTLE "BOOST"

There's only one building to explore here—the Hoover Dam Bypass Security Station. Before heading in that direction, though, proceed to the opposite end of the highway and check out the observation binoculars to gain an Ego boost. Next, bash open the padlock on the gate leading to the back of the security station. The door inside is blocked by boards, so hop on top of the nearby cable spindles, then drop into the security station via the windows in the roof. The Gas can required to refuel the Mighty Foot is here, along with a few other items of interest—some equipment supplies, a phone message (for the "Call Waiting" Achievement/Trophy) and two Ego boosts (look at the picture on one of the computers and toss one of the developer Frisbees).







With the Mighty Foot refueled and ready to rock, it's time to make a couple of jumps past the security station and further on down the road. Two alien fighters strafe the highway with laser bombs, though, knocking out large stretches of road. You must maneuver and deftly jump around the mess left behind.

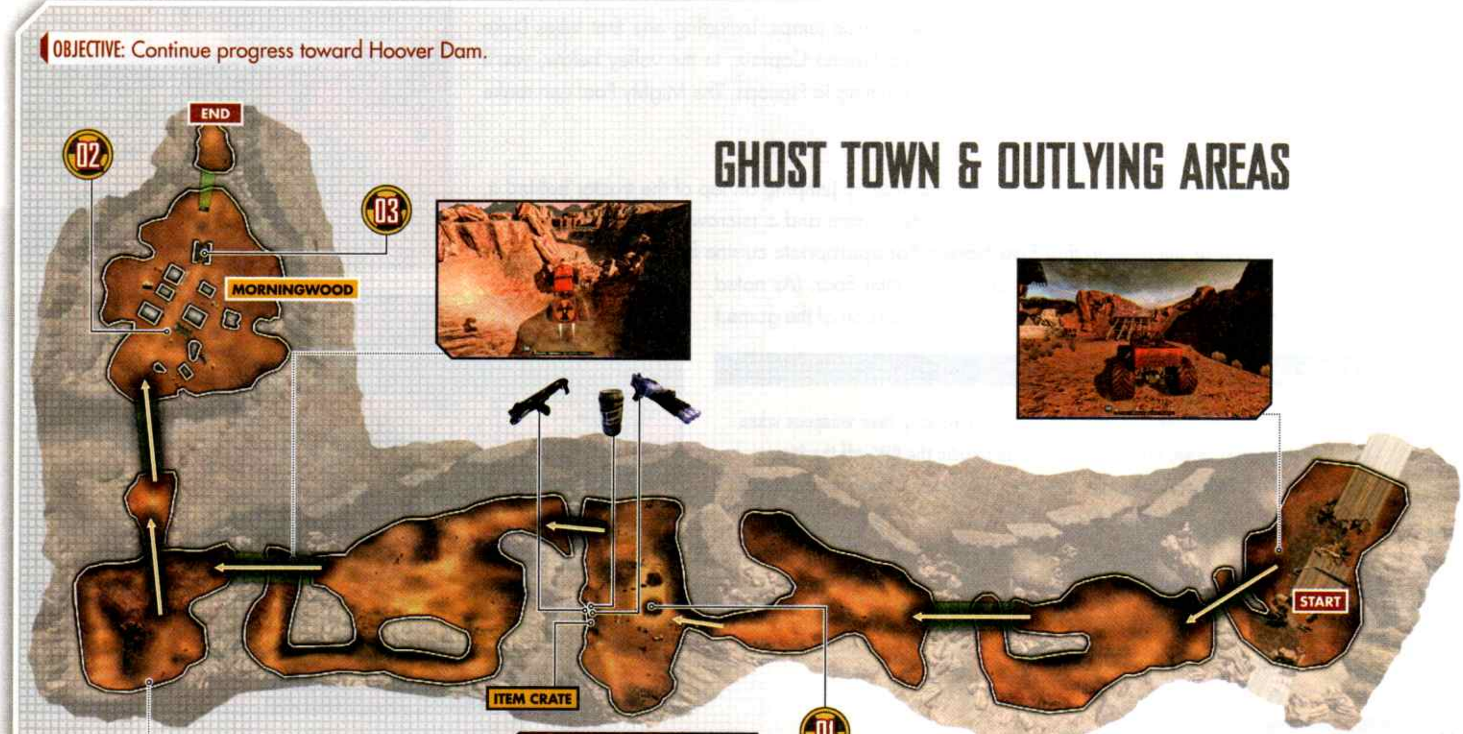
CHAPTER 13:

GHOST TOWN

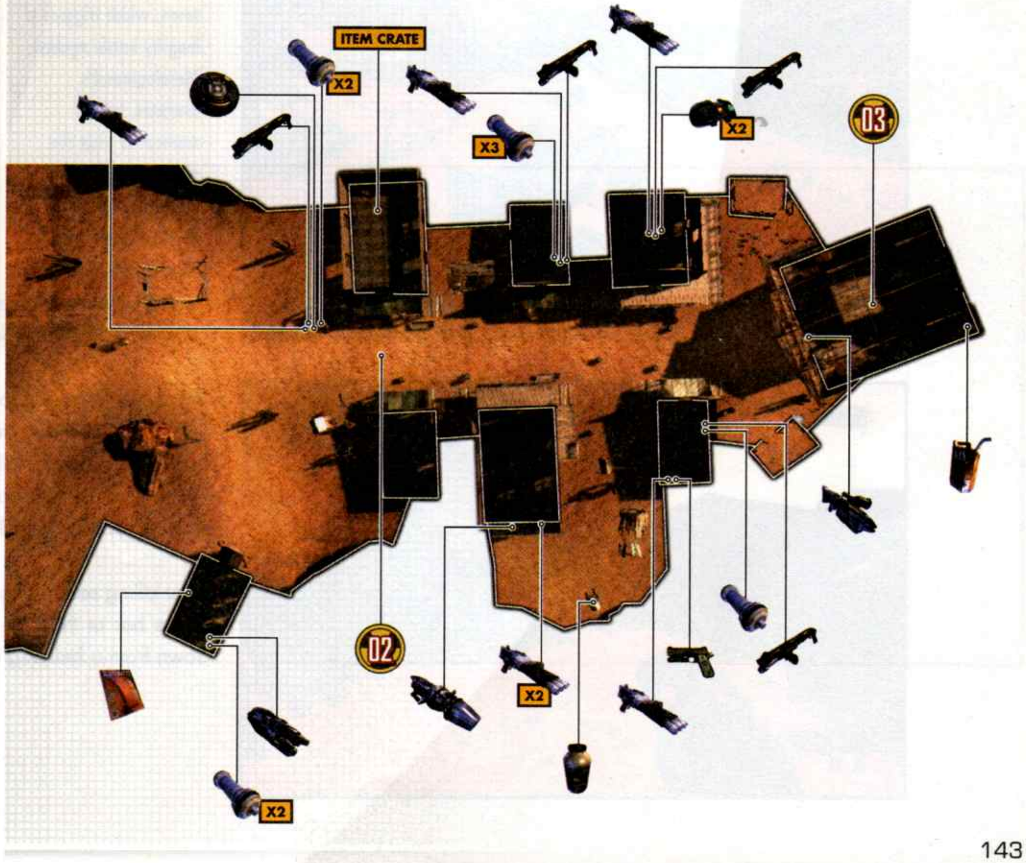
DUKE'S YOUR HUCKLEBERRY

OBJECTIVE: Continue progress toward Hoover Dam.

GHOST TOWN & OUTLYING AREAS


END
02
03
MORNINGWOOD
START
ITEM CRATE
01

GHOST TOWN PROPER


ITEM CRATE
X2
X3
X2
03
02
X2
X2

ENEMIES

[Pigcop]
[Pigcop Captain]
[Rats]
[Enforcer]
[Assault Commander]

WEAPONS AND EQUIPMENT

[Beer]
[Shotgun]
[Ripper]
[Pipe Bomb]
[Gas can]

EGO BOOSTS

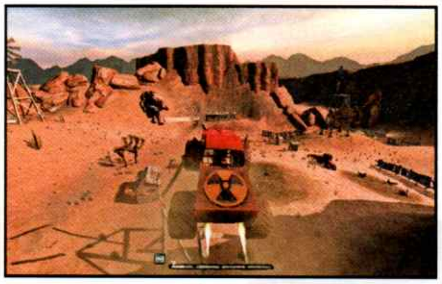
REQUIREMENT	TOTAL EGO BOOST
Microwave something. (Not available in PS3 European version of the game.)	+2
Read Funbags magazine.	+1

TROPHIES & ACHIEVEMENTS

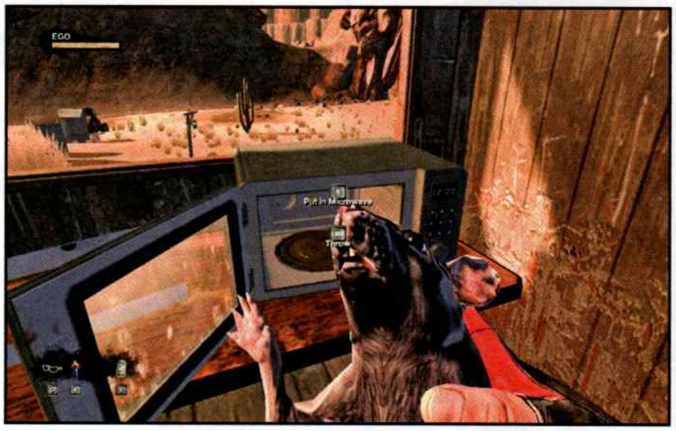
NAME	DESCRIPTION
Dead Useful	Kill 10 aliens with environmental explosives.

The scorched badlands around Vegas weren't the most hospitable place in the world even before the aliens attacked, but at this point it's positively hellish. What settlements and towns existed before have been overrun and the residents either killed or changed into Pigcops. Meanwhile, the wormhole above the dam is clearly visible. Duke must travel through a seemingly-abandoned town or two in the quest to reach the dam.

01 The beginning of Ghost Town features several large jumps, including one that takes Duke through a wooden watchtower with a waiting Pigcop Captain. In the valley below, you'll find an old village devoid of human presence but swimming in Pigcops. The Mighty Foot can make short work of them.



You can enter a trailer atop a small hill on the west side by jumping on top of the tractor behind it, then jumping onto the roof. Inside, you'll find an Item Crate and a microwave. The microwave is useful in case you're still missing that **Ego boost**. For appropriate cuisine for the microwave, look no further than one of the rats scurrying about the trailer floor. (As noted previously, this is not an option in the PS3 European version of the game.)

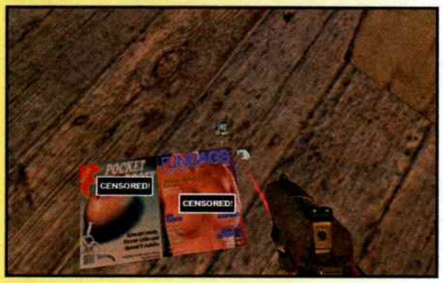


LOOT AWAY

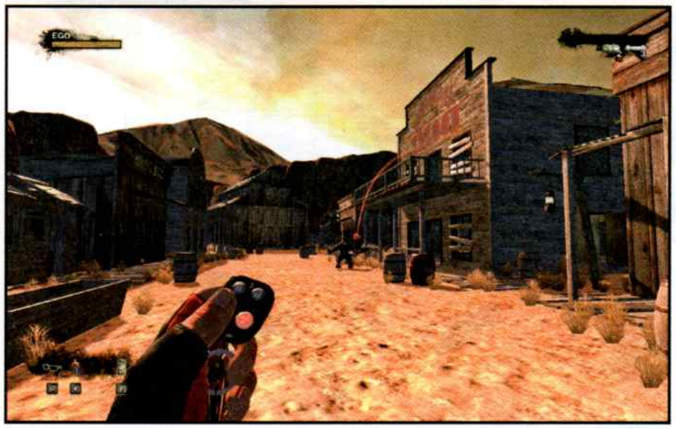
In previous Mighty Foot sections, enemies didn't usually drop their weapons when killed. During Ghost Town, they will. So feel free to take the RPG off the Pigcop Captain who was unfortunate enough to be watching guard in that wooden tower!

02 After two more jumps, Duke arrives in the deserted town of Morningwood just as a couple of alien dropships vacate the premises. At first glance, there appears to be no enemies... but the truth is they're inside the saloon just waiting for Duke to step into the barrel of main street. The Mighty Foot once again runs out of fuel, so it's time to find another Gas can.

OBSERVING THE SABBATH



Before venturing into town, which triggers a lengthy battle against Morningwood's usurpers, take a moment to visit the quaint little church. Inside you'll find a dead Enforcer and his weapons. Search carefully amongst the smashed pews to find some unusual reading material, considering the location. Scope the magazine for an Ego boost!



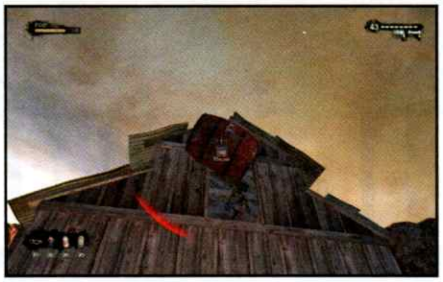
When you're ready to fight, saunter down the main drag. Pigcops will flood into the street, starting from the saloon on the right and later from buildings on the far-left side of the street. Plenty of explosive barrels of TNT line the streets, so use them for progress toward the "Dead Useful" **Achievement/Trophy**, if you're missing it.

After killing several Pigcops, a shielded Enforcer pops open the attic door to the bar at the end of the road. Meanwhile, two more Pigcops hop down from a building just to the left of the barn.

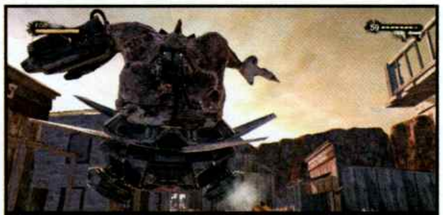
THE IMMOVABLE OBJECT

How can an Enforcer be a tougher nut to crack? Having a full-body frontal shield might do the trick. The aliens seem to agree, because this particular Enforcer (those here and throughout the rest of the game) will sometimes protect themselves from all frontal assaults by using a huge shield.

The best way to crack such a shield is with explosive firepower—Pipe Bombs, Trip Mines, RPG rockets, Enforcer Gun bursts, and Devastator rounds all work well. The environment may help, too, depending on your location. Here in Morningwood, just grab one of the explosive barrels and toss it toward the shielded Enforcer.

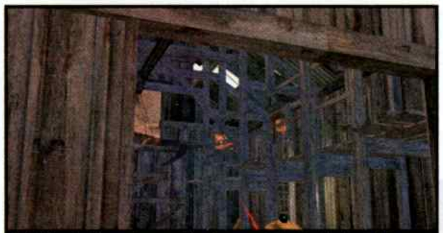


Dust the Enforcer and his friends and they'll be replaced by yet another duo of normal Pigcops and a Pigcop Captain. As usual, the Pigcop Captain sports an RPG and fires down onto the street from the barn, the same spot the Enforcer occupied. After putting down these foes, the big boss finally appears. An Assault Commander smashes his way out of the barn, flanked by two berserk Pigcops.

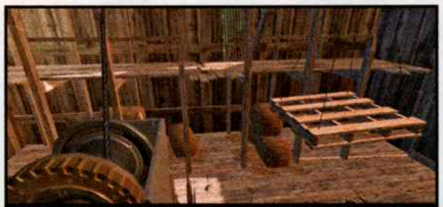


There's no Shrink Ray handy to make this fight more manageable, but there's plenty of room to maneuver in the street.

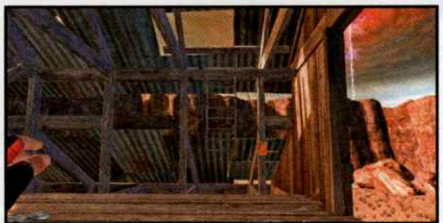
03 The Assault Commander's grand entrance left the front doors of the barn demolished. Inside the barn, you need to find the Gas can. In order to do this, you need to move the hanging palette to the center, allowing you to lower a raised ladder, before moving the palette back to its original position.



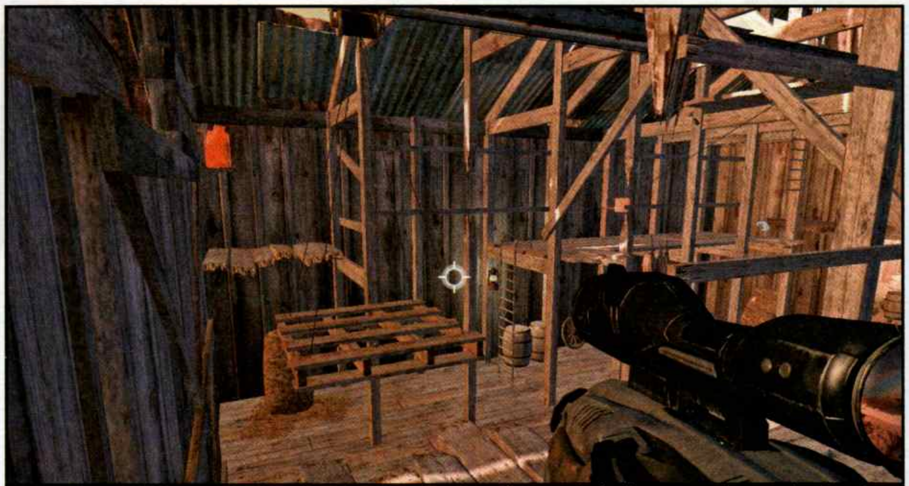
Relative to the entrance, the Gas can is in the back-right corner, one floor up.



***STEP #1:** Climb the ladder on the right side and operate the crank to move the palette from the back of the barn to the middle. Jump onto the palette and then to the other side.*



***STEP #2:** On the other side, turn left and climb the ladder to the attic roost. Turn another crank here to lower a ladder.*



***STEP #3:** With ladders extending down from the attic roost to the walkways on both sides, return to the original crank, and move the first palette to the back of the barn. Now, climb up to the attic roost, descend the other side, and run all the way to the back. Hop onto the palette and then cross over to the Gas can.*

With Gas can in hand, it's time to return to the Mighty Foot. On the way out of the barn, Duke notices a departing alien dropship. Did it offload reinforcements? Of course it did! Defeat the Pigcops that rush into the street and then gas up the truck.

SEARCH FOR GOODIES!

Before you use the Mighty Foot to blast through the barn, take a minute to explore the rest of the town. Almost everything is destructible (except the main buildings) and you can find some supplies tucked away in some areas.

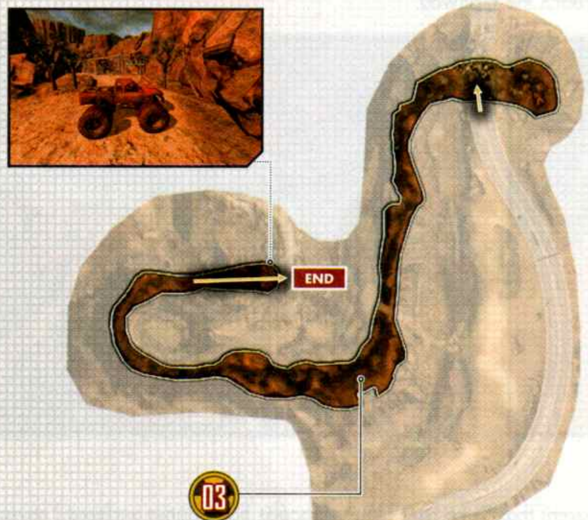
CHAPTER 14:

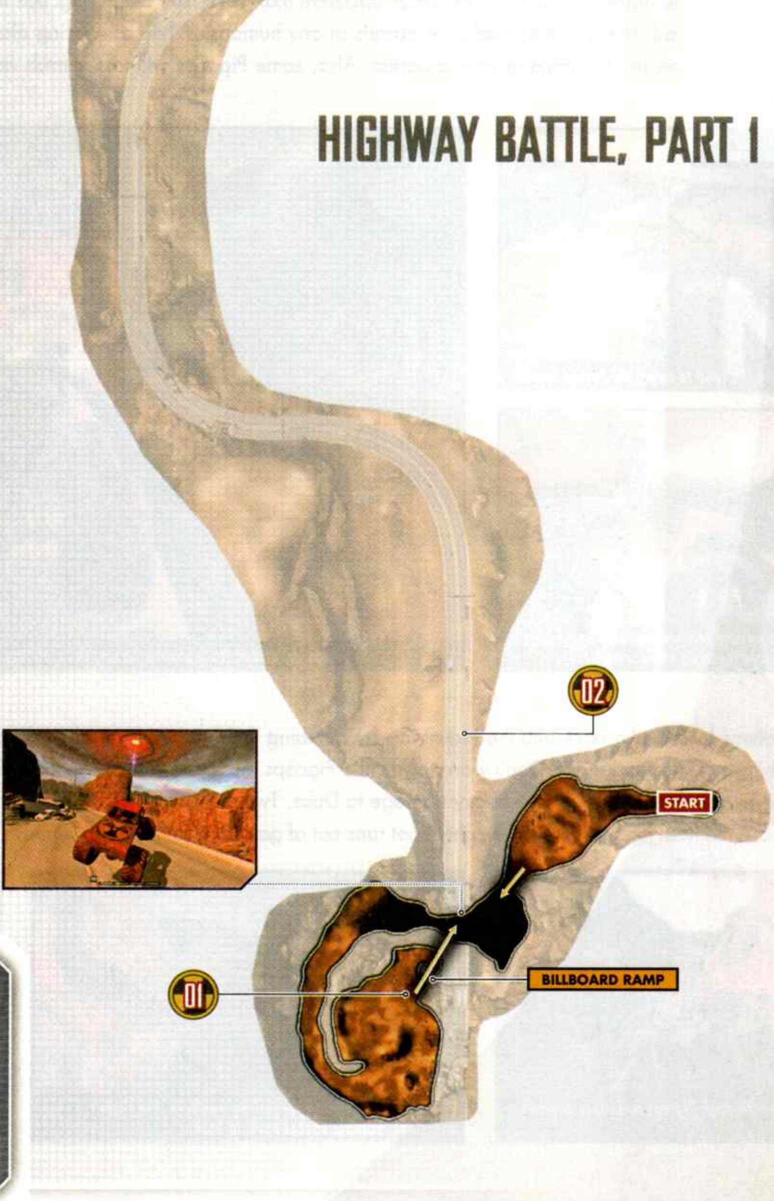
HIGHWAY BATTLE

BRIDGE
OUT
DO NOT ENTER

HIGHWAY BATTLE, PART 1

OBJECTIVE: Continue progress toward Hoover Dam.

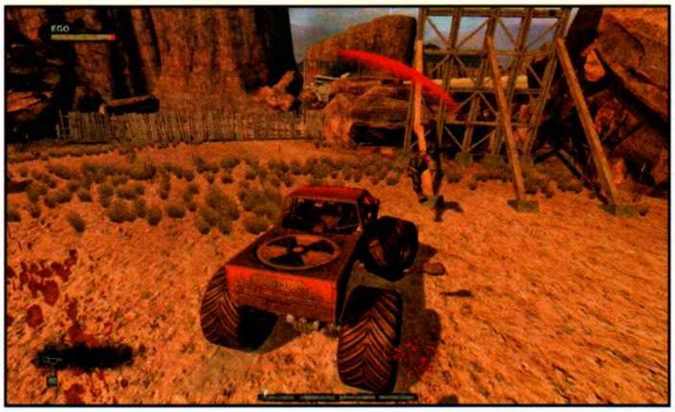


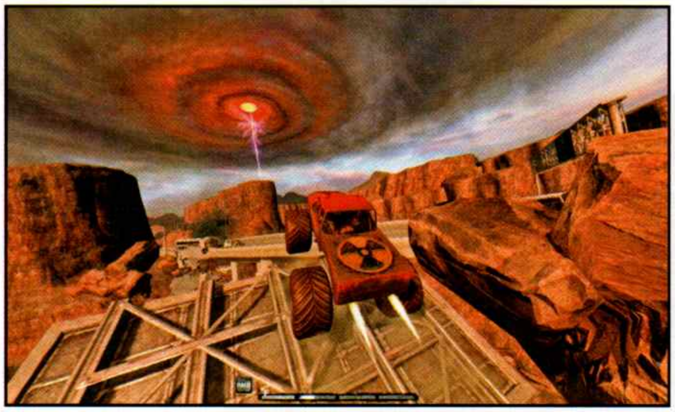

HIGHWAY BATTLE, PART 1
02
START
01
BILLBOARD RAMP

ENEMIES
[Pigcop]
[Pigcop Captain]

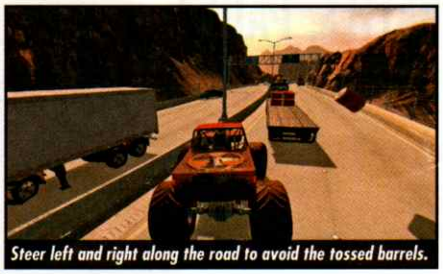
It's normally not too difficult to reach Hoover Dam by road—until recently I-93 passed directly over the dam—but the highways are largely bombed out. Now it requires frequent off-road detours into the rocky, largely uninhabited and inhospitable lands surrounding the dam.

01 After a rip-roaring jump off a precipice into a shallow lake, Duke runs into a Pigcop and his captain using a billboard as a lookout. As it turns out, this billboard overlooks a long, unbroken stretch of highway that will take you much closer to the dam. It may seem like there's no way forward at first, but that's because the billboard will serve as a ramp. First, knock out one of the billboard's flimsy wooden supports to knock it down. Next, back up and boost forward over the slanted billboard to reach the highway.

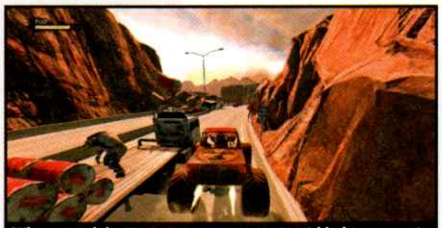




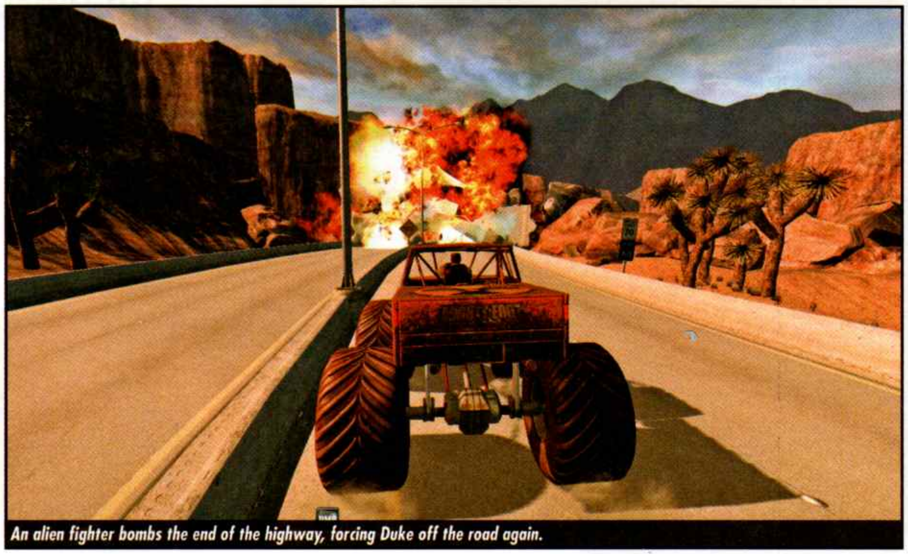
02 While cruising on the highway, it quickly becomes apparent that Duke isn't alone. Pigcops have commandeered several flatbed trucks and are patrolling the road, ready to toss explosive barrels at any humans. While advancing along the highway, you must negotiate past these trucks as they swerve left and right to impede your progress. Also, some Pigcops will toss barrels at the Mighty Foot. All told, you must pass three trucks to continue.



Steer left and right along the road to avoid the tossed barrels.

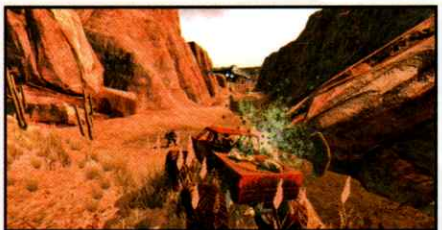


When a truck begins to swerve one way, quickly boost past it on the opposite side before it can do any damage.

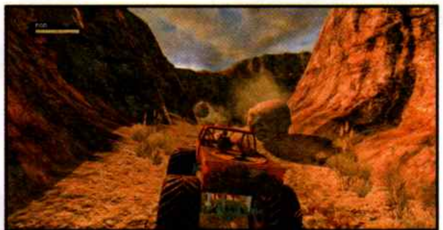


An alien fighter bombs the end of the highway, forcing Duke off the road again.

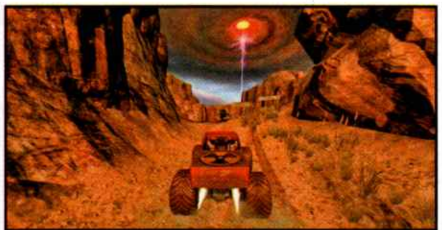
03 After the aliens force Duke back into the mountains by bombing the thoroughfare, alien dropships will start dropping off more Pigcops and then bombing to cause rockslides. Don't worry about the Pigcops and instead focus on the falling boulders. Either running into a boulder with force, or being hit by a boulder, causes very heavy damage to Duke. Two boulder strikes in close proximity can easily kill him. Avoid the obstacles and continue toward the final jump before the Mighty Foot runs out of gas yet again. What, again?



You can continue to plow through Pigcops and other enemies that get in the way.



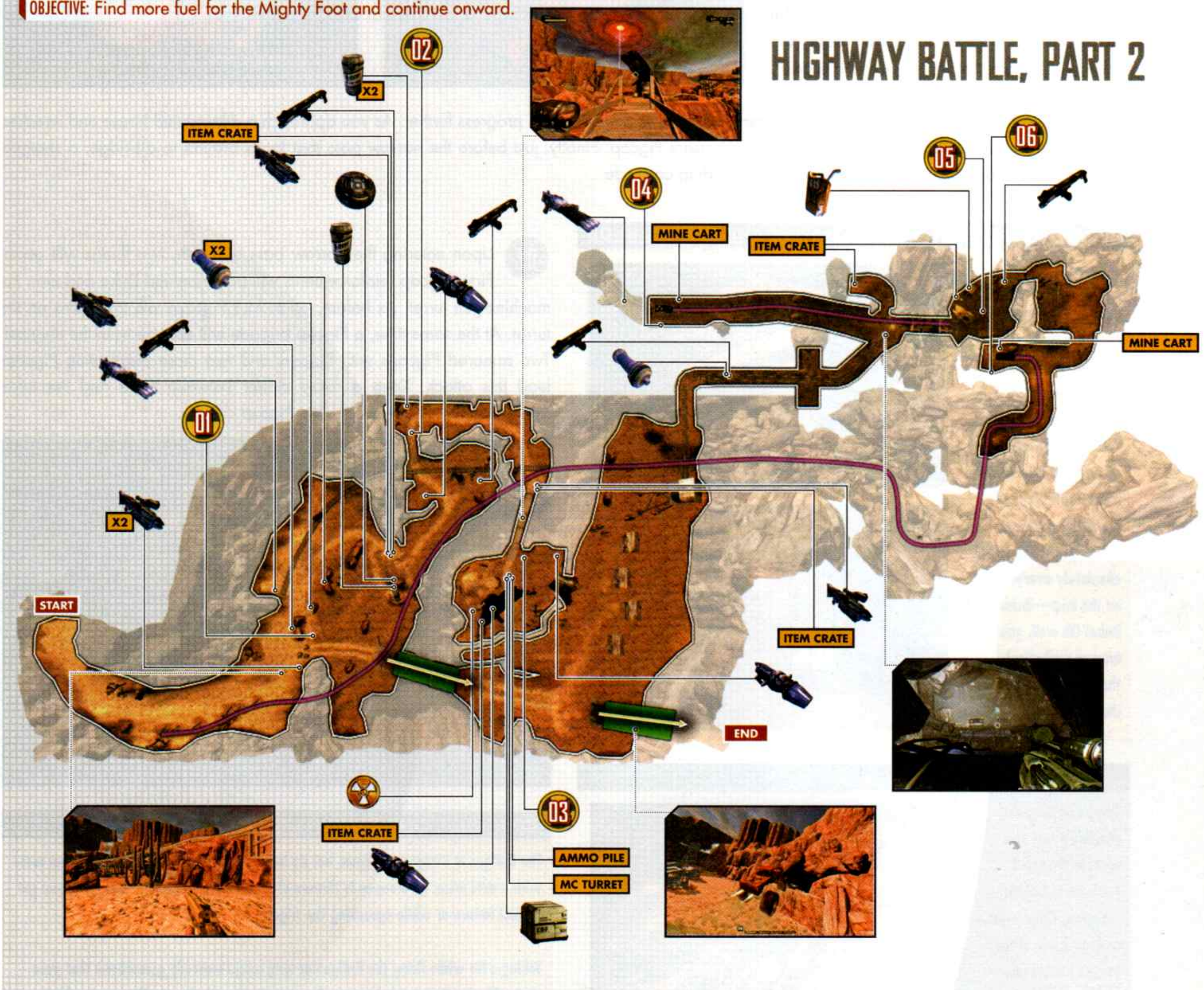
Be very careful when approaching boulders. Duke can't withstand multiple strikes back-to-back.



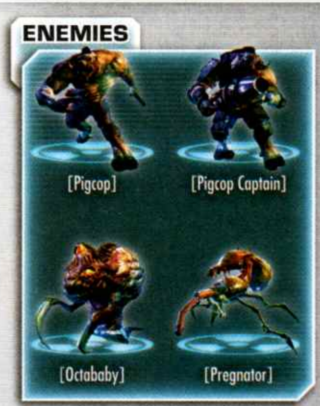
After a final jump through a Pigcop Captain, the Mighty Foot runs out of gas again.

HIGHWAY BATTLE, PART 2

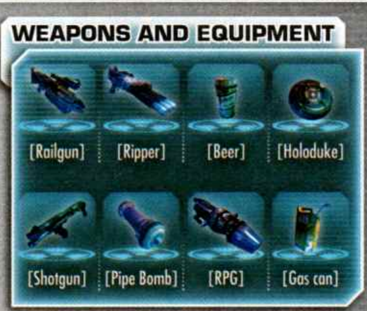
OBJECTIVE: Find more fuel for the Mighty Foot and continue onward.


HIGHWAY BATTLE, PART 2
01
02
03
04
05
06
X2
X2
X2
ITEM CRATE
ITEM CRATE
ITEM CRATE
ITEM CRATE
MINE CART
MINE CART
AMMO PILE
MC TURRET
START
END

ENEMIES


[Pigcop]
[Pigcop Captain]
[Octababy]
[Pregnator]

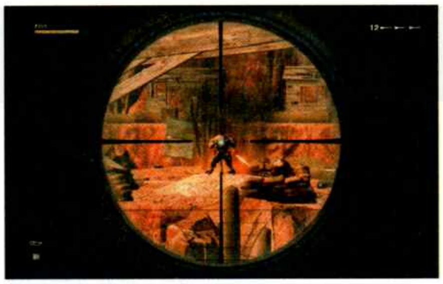
WEAPONS AND EQUIPMENT

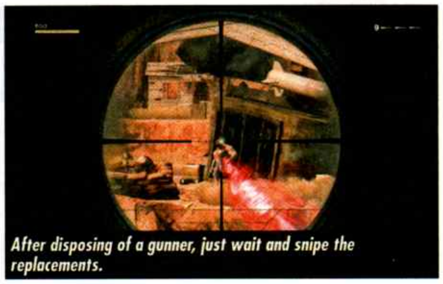

[Railgun]
[Ripper]
[Beer]
[Holoduke]
[Shotgun]
[Pipe Bomb]
[RPG]
[Gas can]

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Big Guns Big Ships	Blow up 5 enemy gunships or dropships.
Tosser in the Literal Sense (PS3); Downtown Barrel Beatdown (Xbox 360)	Kill 10 aliens with tossed objects.

The Mighty Foot runs out of gas near Anderson Mine, an area close to Hoover Dam. Duke must set out on foot to find more gas. At first, the search involves battling north toward and through a pass that eventually allows access to the turret the Pigcops will use to harass Duke right from the outset.

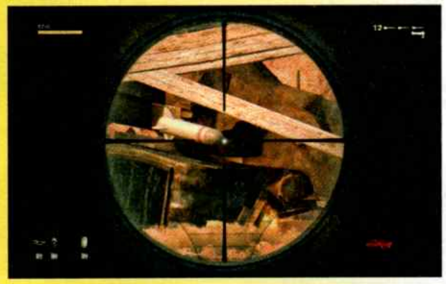




After disposing of a gunner, just wait and snipe the replacements.

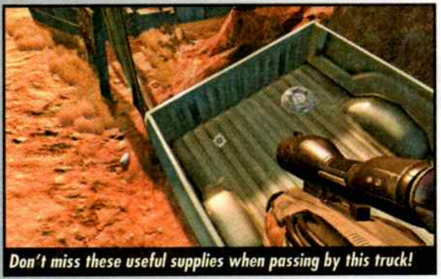
01 This area is full of wide-open areas and big firefights. Duke will be assaulted by multiple Pigcops, both up close and from far away. Initially, one Pigcop opens fire with a machine-gun turret from across a chasm, while three Pigcops leap across to get closer. Kill the Pigcop manning the turret from here (see screenshot; rely on the Railgun in this scenario), but note that replacement Pigcops will arrive. Take out all four turret gunners and no more replacements will appear until you progress further. As you approach a dilapidated house and wrecked truck, two more armed Pigcops attack along with a berserk Pigcop. Finally, just before the narrow pass that loops around to a bridge, a shotgun-packing Pigcop appears backed by another pistol-wielding comrade.

HOW DUKE LEARNED TO STOP WORRYING AND LOVE THE BOMB



The wrecked EDF gunship isn't sporting typical ordinance. Instead, it's outfitted with a bona fide nuclear warhead! You'd be advised against letting a stray round strike the red tip of this payload, unless you'd like to kill absolutely everything on the map—including Duke! Oh well, you may as well shoot the bomb once, just to check it out.

HIGHWAY BATTLE BEER CRAWL



Don't miss these useful supplies when passing by this truck!

There's nothing like guzzling a few cold beers in the great outdoors to bolster the spirit. This section contains some of the game's largest gun battles yet. This can be quite harrowing on higher difficulty settings, where enemies can handle take more damage while Duke can absorb less. Luckily, several beers are littered about the area.

The first is located just prior to a ruined truck chassis (hidden in the bed of this same truck is a Holoduke—don't miss it!). There are two more beers just after cresting the next passageway through the mountains. Remember that you can only carry one beer at a time, so don't let them go to waste.

There's no reason not to keep Duke lubricated with liquid courage through the first stretch of this area. At the very least, you can down a couple, then save the last one for later. It may all depend on your ability and the difficulty setting.

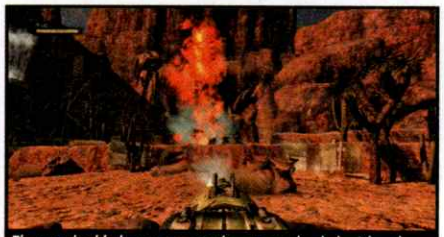
02 Upon entering the narrow pass up north, two things will occur. First, Pigcop reinforcements will arrive behind Duke and man the machine-gun turret. As before, up to four Pigcops will take turns on the turret. At the same time, a Pigcop brigade will emerge from the channel. Two armored Pigcops with Rippers and two more pistol-toting Pigcops lead this attack. Keep a rocky cluster between Duke and the turret operators while fighting back the Pigcop charge.

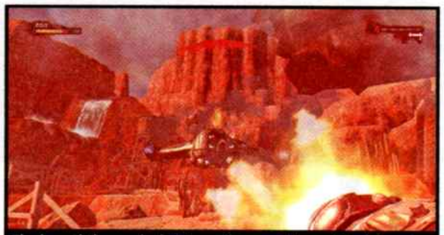
ONE SHOT, ONE KILL. UNLESS YOU MISS.

The Railgun is a superb weapon, but its immense strength and powerful zoom come with a mild price: no weapon is thrown off course more than the Railgun if you get hit just before or while squeezing the trigger.

Taking a hit while firing the Railgun at long range basically guarantees that your shot will miss its intended target. Compensate for this by strafing or crouching behind cover in between shots. For each follow-up shot, step out or rise from cover, line up your shot quickly and fire, then duck behind cover again. This is also a great way to compensate for the frequent reloads required of the Railgun.

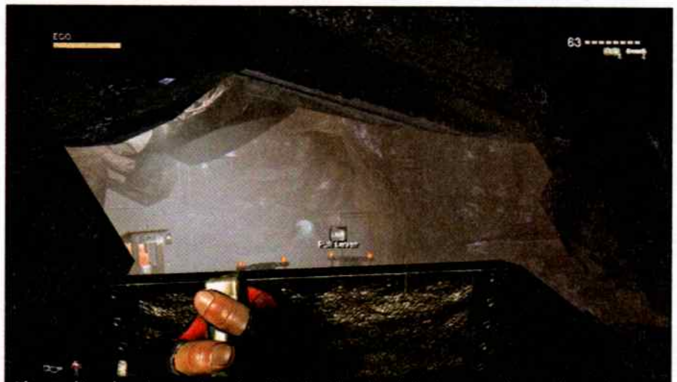
03 Once across the bridge, Duke finally arrives at the site of the downed EDF gunship. However, as a half-dozen Pigcops will attack from the east followed by an alien gunship. The Pigcops can be easily dispatched by an EDF gun emplacement, but not the gunship.


The ramshackle houses across the gap are loaded with red explosive barrels.

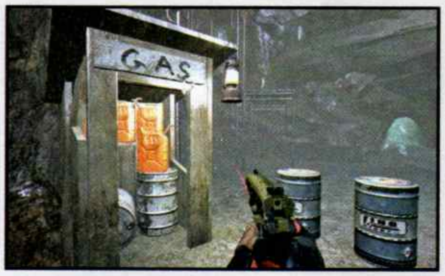

The bay of the crashed EDF gunship provides an ideal place to take cover from the alien gunship.

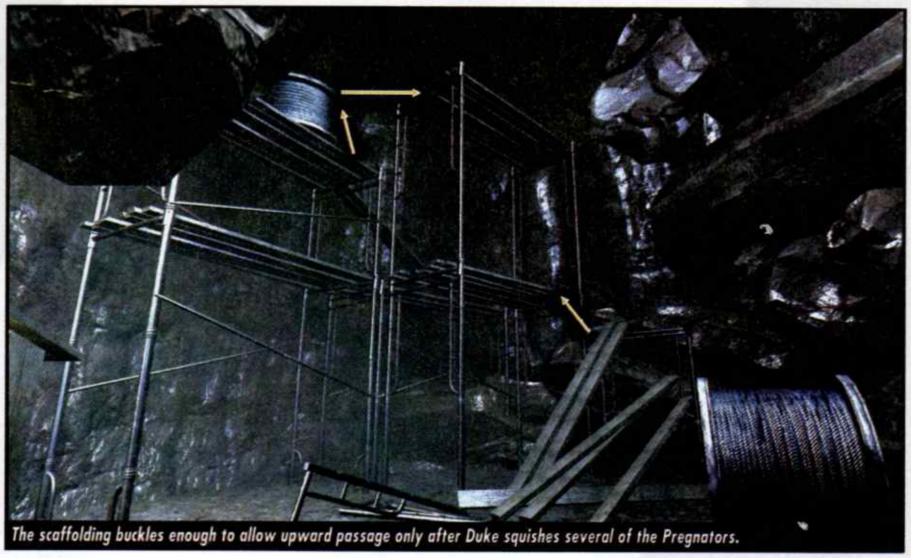
It's time to swap out the Railgun for an RPG and harness that firepower to bring down the alien bird. An Ammo Crate and Ammo Pile serve to keep Duke stocked on weapons while fending off the gunship. Once the gunship is destroyed, the wreckage of the fallen ship creates a ramp leading to the plateau adjacent the machine-gun turret site

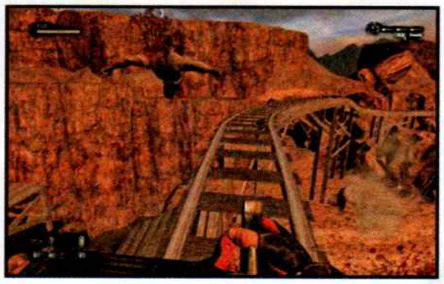
04 After entering the mine (a crowbar would come in handy, eh?), Duke comes to another split in the ground that prevents access to a chamber that contains Gas cans. Head up the passage and locate a mine cart filled with three heavy blue barrels. Remove the barrels so the cart is light enough to push up the hill and into position. Get into the cart and pull the lever to release it down the hill.


After pushing the mine cart into place, jump inside and pull the lever to release it down the ramp and across the gap into the Gas can chamber.

05 Once Duke grabs a Gas can, several Octababies and Pregnators enter the chamber. While fighting these pests, the Pregnators will eventually damage the scaffolding in the chamber, allowing Duke to clamber up and out once the little aliens are all dead.




The scaffolding buckles enough to allow upward passage only after Duke squishes several of the Pregnators.



06 Another mine cart allows Duke a grand exit from the mine. This cart ride conveniently transports him back to the Mighty Foot and a couple of discourteous Pigcop valets. Afterward, it's simply a matter of gassing up the ride, then making a couple of small turbo jumps. Remember to collect any supplies or weapons in the outdoor area before leaving!

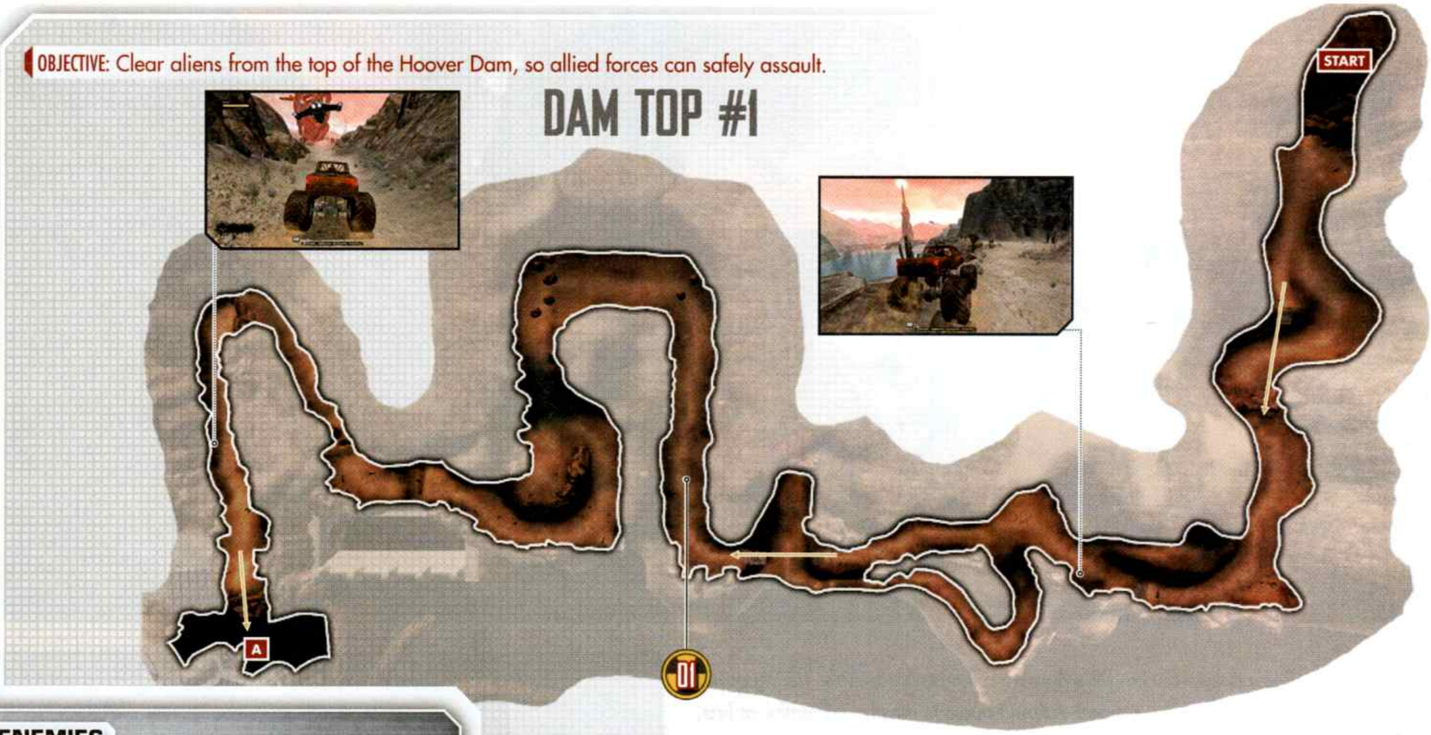
CHAPTER 15:

DAM TOP

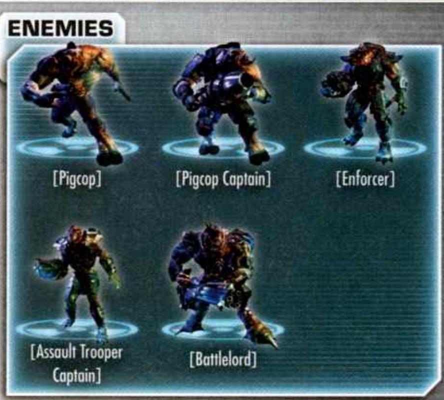
TAKING DOWN THE BATTLELORD

OBJECTIVE: Clear aliens from the top of the Hoover Dam, so allied forces can safely assault.

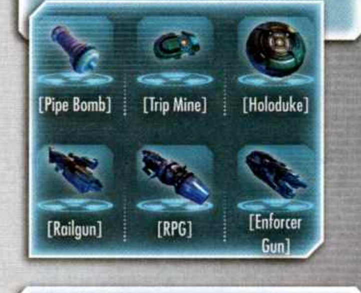
DAM TOP #1



ENEMIES


[Pigcop]
[Pigcop Captain]
[Enforcer]
[Assault Trooper Captain]
[Battlelord]

WEAPONS AND EQUIPMENT


[Pipe Bomb]
[Trip Mine]
[Holoduke]
[Railgun]
[RPG]
[Enforcer Gun]

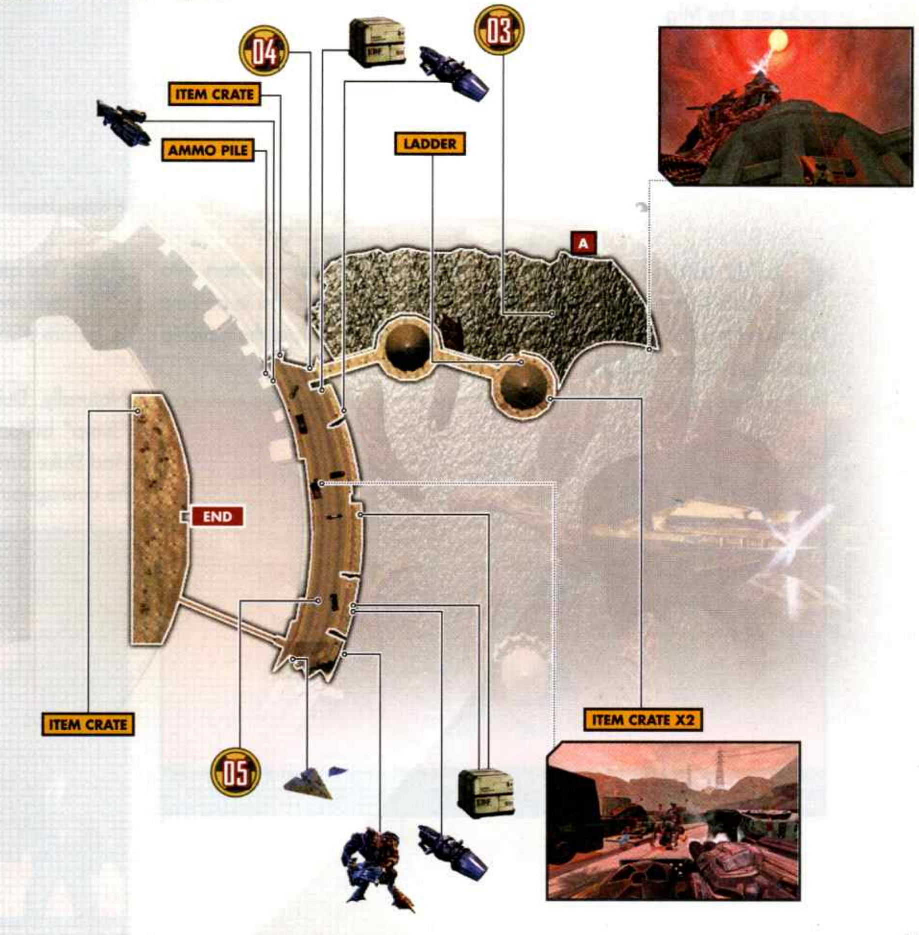
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Throw paper airplane.	+1
Kill Hoover Dam Battlelord.	+4

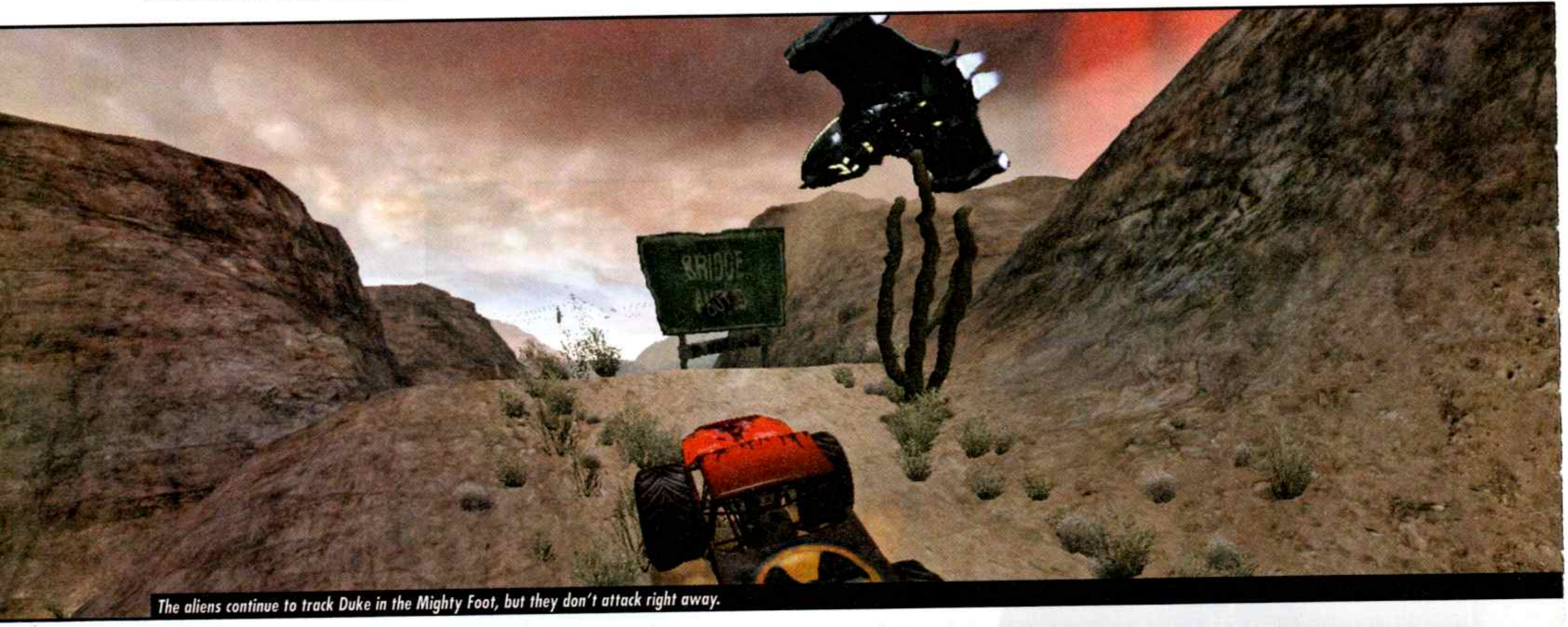
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
A Good Dam Fight	Defeat the Battlelord on the Hoover Dam.

DAM TOP #2


04
03
ITEM CRATE
AMMO PILE
LADDER
A
END
ITEM CRATE
ITEM CRATE X2
05

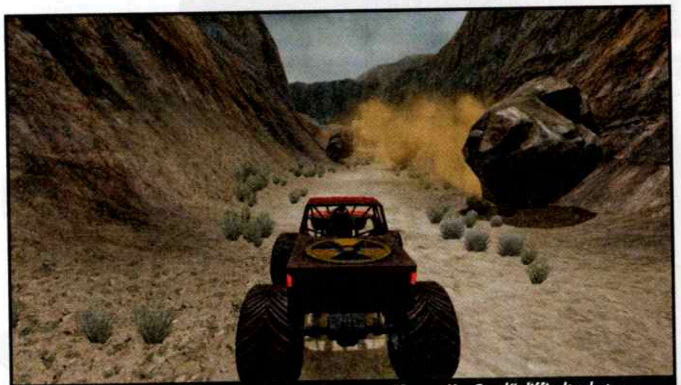
The Hoover Dam is finally within spitting distance. Only one stretch of dangerous driving remains before arrival, then the priority is to make it safe for EDF arrival. As a soldier noted a while back, an alien Battlelord atop the dam is making it impossible for airborne units to get close. Perhaps Duke should have a word with him?



The aliens continue to track Duke in the Mighty Foot, but they don't attack right away.

01 Duke is approaching the dam from the backside now, racing along Lake Mead. The rugged slalom course is mostly uneventful at first, save for the spectacular scenery of the alien's strange wormhole tower.

About halfway to the dam, several large boulders hurtle down the slopes toward the Mighty Foot. Although it may be mostly indestructible, big rocks are the Mighty Foot's Kryptonite.



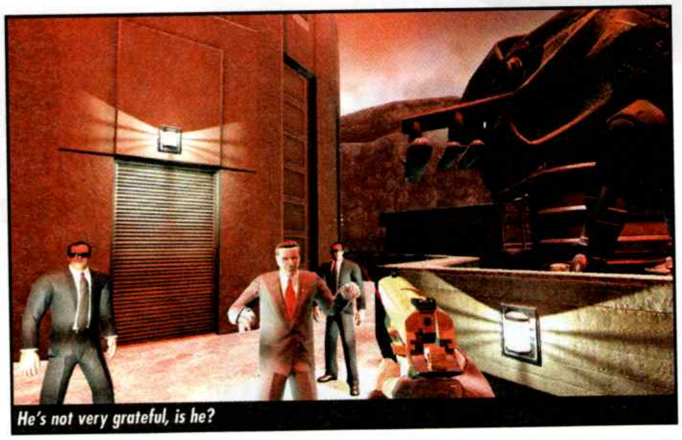
You can afford one solid blow or two in a row, even on "Damn, I'm Good" difficulty, but you can't take three consecutive hard hits from rocks.

02 The crew of the alien gunship will attempt to take matters into their own hands, opening fire at the Mighty Foot. This is no time to stop, so put the pedal to the metal and rush onward before the gunship causes too much damage.

Soon, Duke's truck and the alien gunship will join the famous "Cosmic Ray Research" B-29 in a cold, watery tomb.

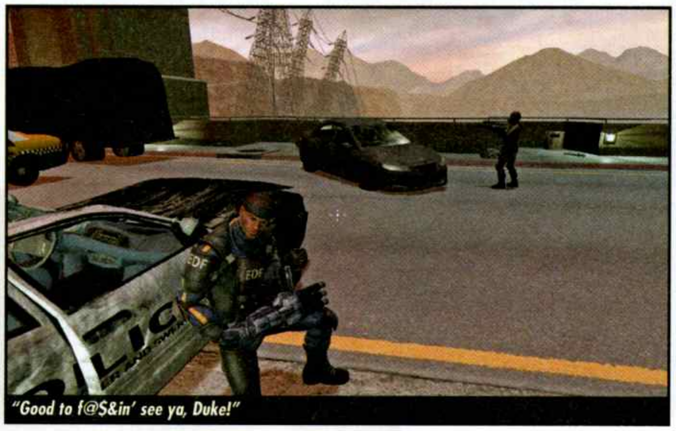
03 The aliens decide to hover just over the last jump the Mighty Foot will ever take. Here we see how truly tough Duke's favorite ride is, before it sinks into the drink along with the alien gunship wreckage.

Naturally, Duke bails from the doomed truck. Surface by holding the "Jump" button and locate the nearby ladder. Finally, the Hoover Dam! And Duke arrives just in time to get chewed out by the P.O.T.U.S. before he courageously flees the scene.



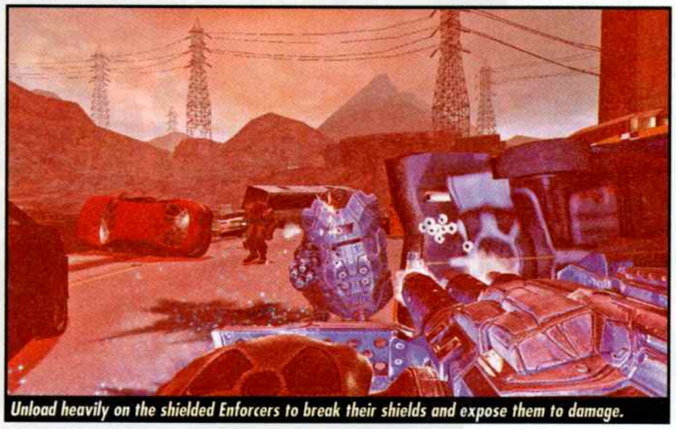
He's not very grateful, is he?

04 Continue on to access the main span of the Hoover Dam. Reuniting with Dylan is just like old times. Dylan will fight fiercely alongside Duke, with a strong gun and stronger language. The goal here is simple: clear the top of the dam.



"Good to f@$&in' see ya, Duke!"

The span has become the frontline in the battle of the EDF against the Cycloid invasion. You must fight several waves of Pigcops and Enforcers to reach the other side of the span. Before taking the fight to the aliens, though, locate the Holoduke tucked into the nearby Item Crate, but don't use it yet—it will be much more valuable against the upcoming boss.



Unload heavily on the shielded Enforcers to break their shields and expose them to damage.

Heavy munitions and Ammo Crates are readily available, so swap out your weapons accordingly. At the very least, make sure you have a fully-loaded RPG in tow, along with full stocks of Trip Mines and Pipe Bombs.

HOLODUKE HIJINKS

There's a very good reason why you should pick up the Holoduke and hang on to it until the boss fight. If you reach the boss checkpoint with the Holoduke in reserve but then die, then all the ammo and items in the area will reset when you reload the checkpoint and you'll still keep the reserve Holoduke! That means this area contains, in effect, two Holodukes. In fact, you could just die on purpose upon getting the boss checkpoint, ensuring that you have two Holodukes to use from the get-go!

DAMN, I'M GOOD...WELL, I'D BETTER BE.

At this part, the game's difficulty skews much harder for the "Come Get Some" and "Damn, I'm Good" difficulties, but especially for "Damn, I'm Good" where a direct Railgun shot won't kill a lowly Pigcop!

Starting with the ascent to the top of the dam, more enemies will attack at once, and in harder varieties (more fully-berserk Pigcops, shielded Enforcers, Pigcop Captains, and so on). You need to rely more on supplies and planning to finish off firefights. Hold on to Beers and Holodukes especially, as these can easily spell the difference between victory and defeat against multiple hardened foes.

THE MAN WITH THE GOLDEN GUN, ONGOING

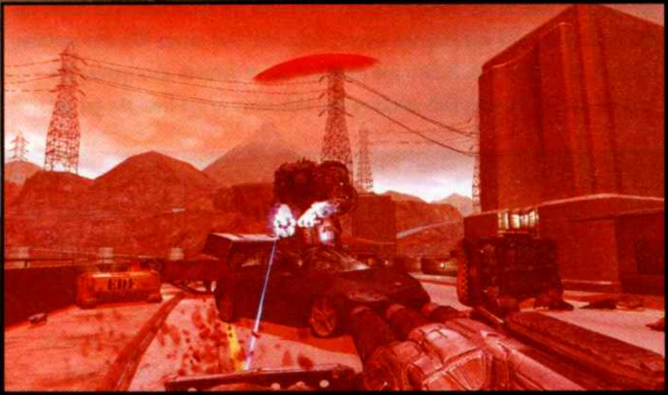
If you're going for the "Gunslinger" Achievement/Trophy, then up until now you should have carried the golden M1911 pistol (first acquired in the Duke Cave) through every chapter. The pistol is normally a very serviceable weapon, but here it loses its punch. The Battlelord shrugs off bullets like a human shrugs off sugar ants, and you don't have time to play marksman lining up pistol shots against his Assault Trooper Captain escorts. So during the fight, swap the golden pistol for an Enforcer Gun or RPG and remember where you leave it. That way, you can retrieve it after the Battlelord falls.

One caveat, though: do not swap the golden pistol out for another weapon until after the Battlelord appears and you get the checkpoint for the boss fight! If you swap the pistol out before that checkpoint, you run the risk of losing the pistol forever if you die against the Battlelord.

05 The Battlelord appears at the end of the roadway and tosses its titanic gun on top of an EDF soldier, then climbs onto the dam. The Battlelord is accompanied by a flight of Assault Trooper Captains. At any given time, two captains will attack alongside the Battlelord—kill them and replacements will arrive. Luckily, Dylan will handle them although he will roam around a bit. Dylan is impervious to damage during this battle, so the more enemy attention he can capture, the better.

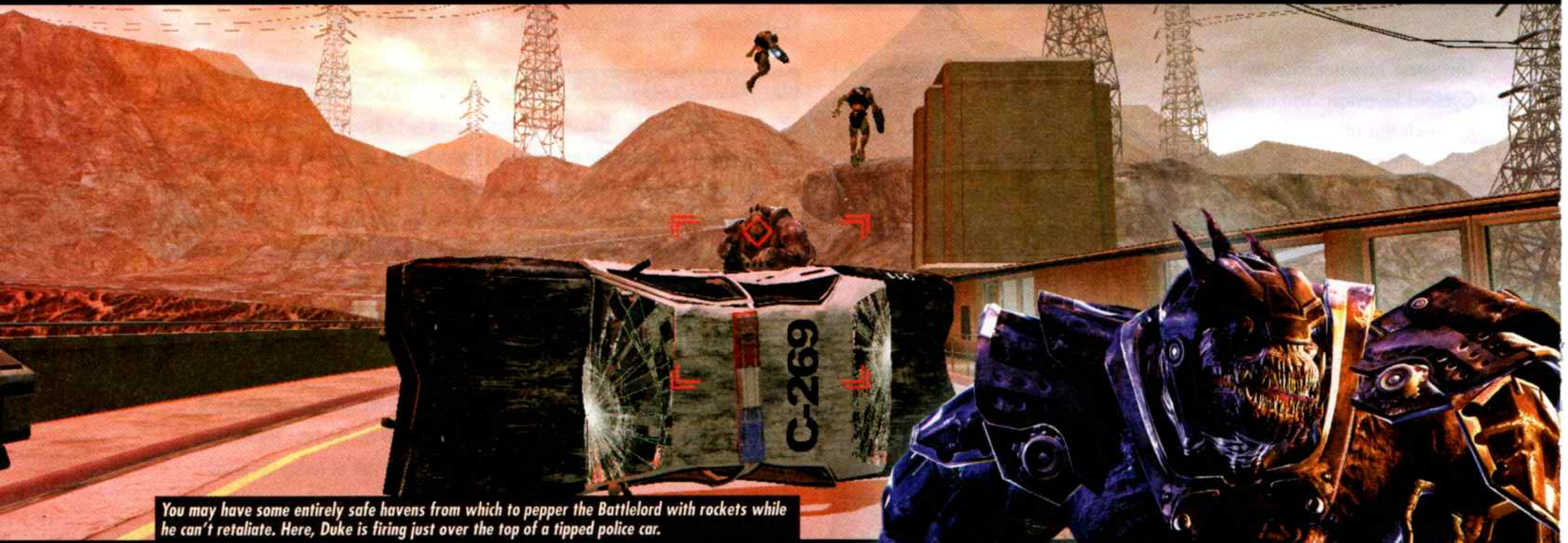
If the Assault Trooper Captains are focused on Dylan, ignore them. You have enough to worry about.

BATTLELORD


The Battlelord will primarily attack by firing its machine gun.

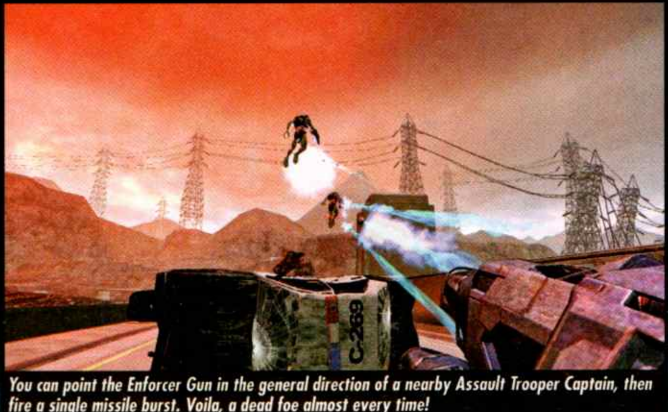
Although this Battlelord looks identical to the one Duke felled at the end of "Vegas in Ruin," this one is much tougher. Not only is the battlefield much narrower and less conducive to avoiding damage, but this Battlelord can take more damage. Duke needs to bring this brute to its knees for a strength tap challenge not once, but twice, to win the fight.

At the start, the Battlelord will remain near the crashed school bus (which contains an **Ego-boosting** paper airplane) at the back of the dam's roadway. If you approach, the boss will unleash a stomp attack and if you're in its field of vision, it will fire its gun, but it won't give chase yet.

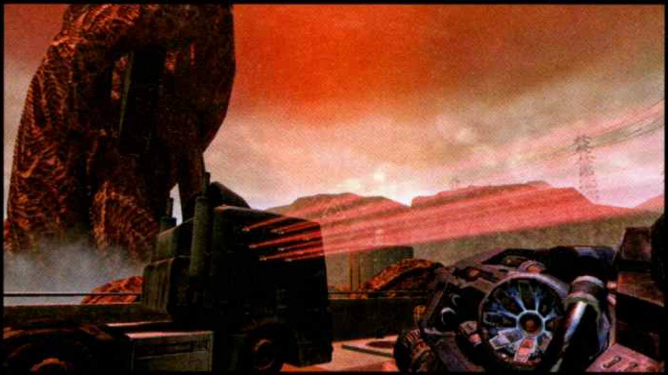


You may have some entirely safe havens from which to pepper the Battlelord with rockets while he can't retaliate. Here, Duke is firing just over the top of a tipped police car.

The Assault Trooper Captains will almost certainly focus on Dylan. If you don't have an RPG, then grab one! An Enforcer Gun is a great weapon to pair with the RPG for this fight. The RPG allows Duke to fire at the Battlelord from across the span of the dam, while the Enforcer Gun can take out Assault Trooper Captains. The Enforcer Gun is also great when the Battlelord gets close enough for the missiles to lock onto the boss (although on higher difficulties, one of your prime directives is to avoid getting too close to the Battlelord if at all possible).

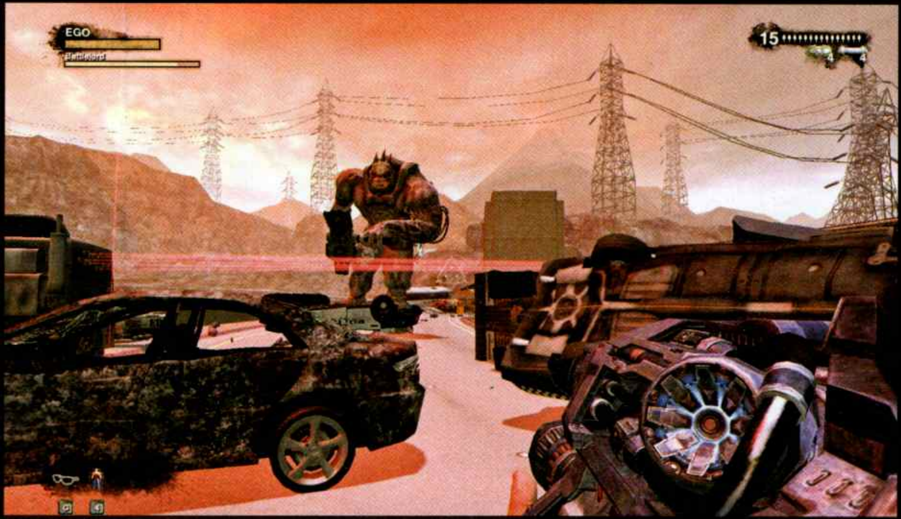


You can point the Enforcer Gun in the general direction of a nearby Assault Trooper Captain, then fire a single missile burst. Voila, a dead foe almost every time!



Remember to set traps before the Battlelord starts moving. Don't use Pipe Bombs or fresh Trip Mines once it's set up, as this will cause your explosives to despawn.

For most of the Battlelord's first health bar, he'll remain at the end of the dam, essentially serving as a colossal turret. Take this time to set a trap or two; utilize the presence of the truck and place Trip Mines neaby, high enough so that Duke can run underneath them, but in a perfect position for the Battlelord to set them off when he finally gives chase.



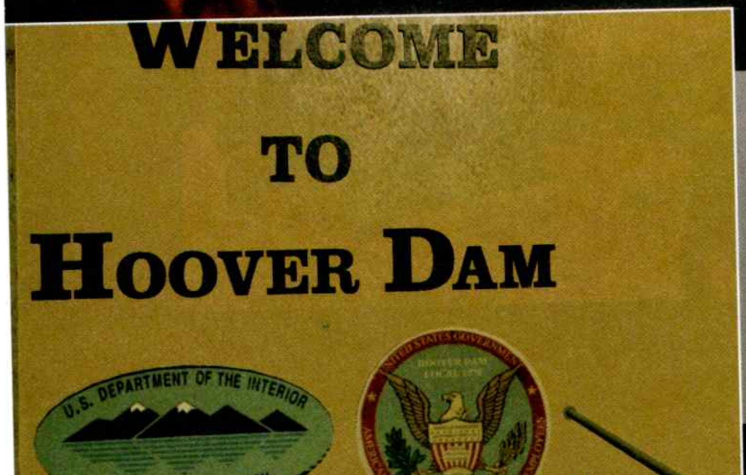
Here, kitty kitty...

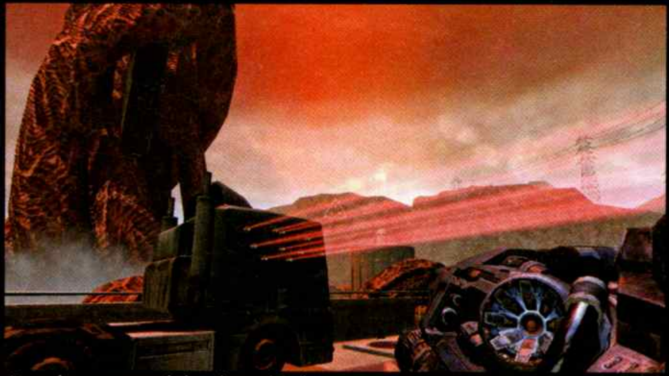
When you're ready, take up a distant position near an EDF Ammo Crate and start unloading RPG rockets at the Battlelord. Once the Battlelord has only about two-fifths of its first health bar remaining, it starts moving forward. In addition to the machine gun, the Battlelord will start firing blue homing mortars. These mortars pose a threat even when Duke is completely shielded behind cover, so be ready to sprint laterally to avoid an incoming blue shell.

When the first health bar is depleted, the Battlelord will fall to its knees. Rush up and climb onto the Battlelord's head to trigger a strength tap challenge. Succeed, and Duke will tear out one of the Battlelord's horns before burying it in the monster's right eye. Well, there's still one eye left!

You must deplete the health bar another time, but this time the Battlelord will be more aggressive with its attack style. Consider using a Holoduke just as the brute recovers from Duke's first impromptu eye exam and unload everything you have right as the second health bar appears. Using the tip from "Holoduke Hijinks," you can immediately grab and activate a second Holoduke once the first one disappears, even if you entered the chapter with no Holodukes in reserve!

Bring the Battlelord to its knees twice and win both strength tap challenges to finish this intense battle. As the boss reels in pain, pummel the boss's groin to finish the job. Now, it's just a matter of rappelling down the side of Hoover Dam to gain entry into the interior. The final act of this alien drama is soon underway...


WELCOME
TO
HOOVER DAM
U.S. DEPARTMENT OF THE INTERIOR
BUREAU OF RECLAMATION



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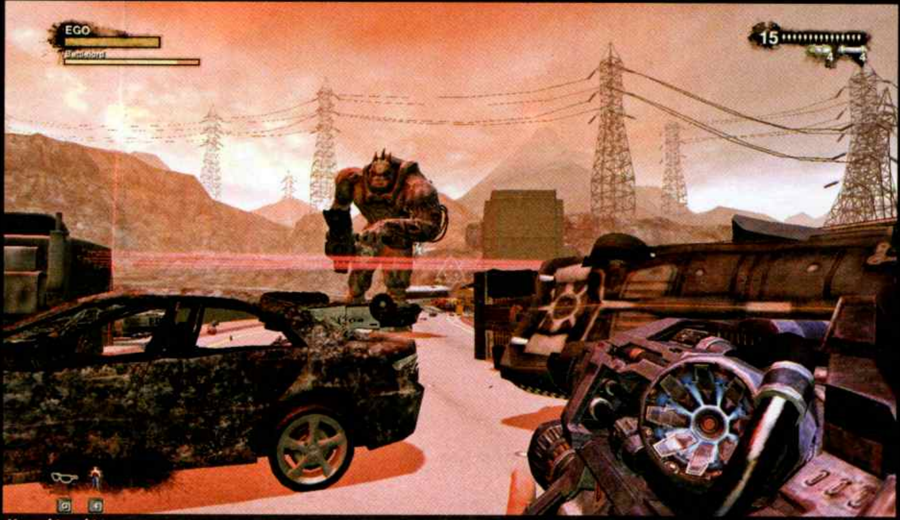

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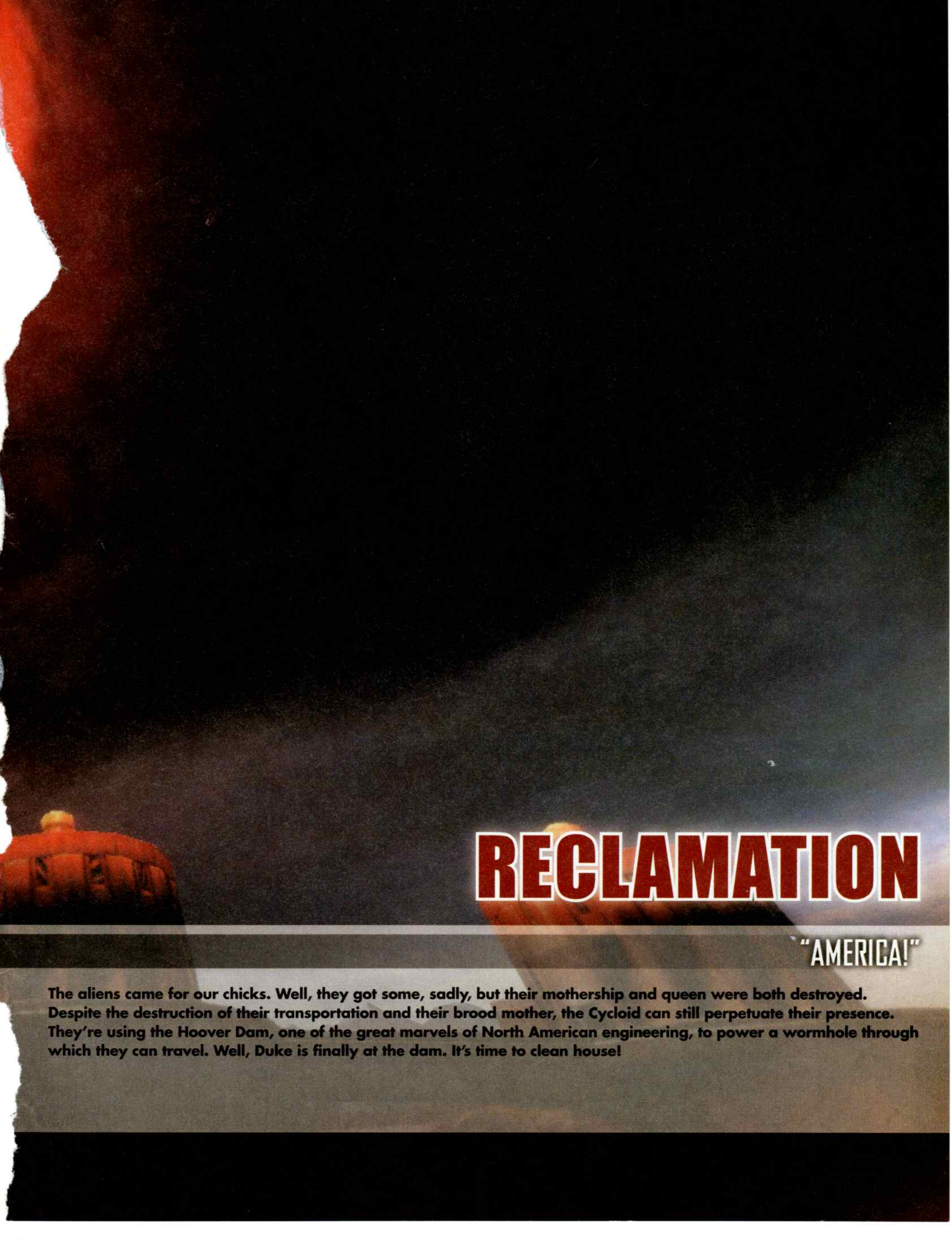


RECLAMATION

"AMERICA!"

The aliens came for our chicks. Well, they got some, sadly, but their mothership and queen were both destroyed. Despite the destruction of their transportation and their brood mother, the Cycloid can still perpetuate their presence. They're using the Hoover Dam, one of the great marvels of North American engineering, to power a wormhole through which they can travel. Well, Duke is finally at the dam. It's time to clean house!

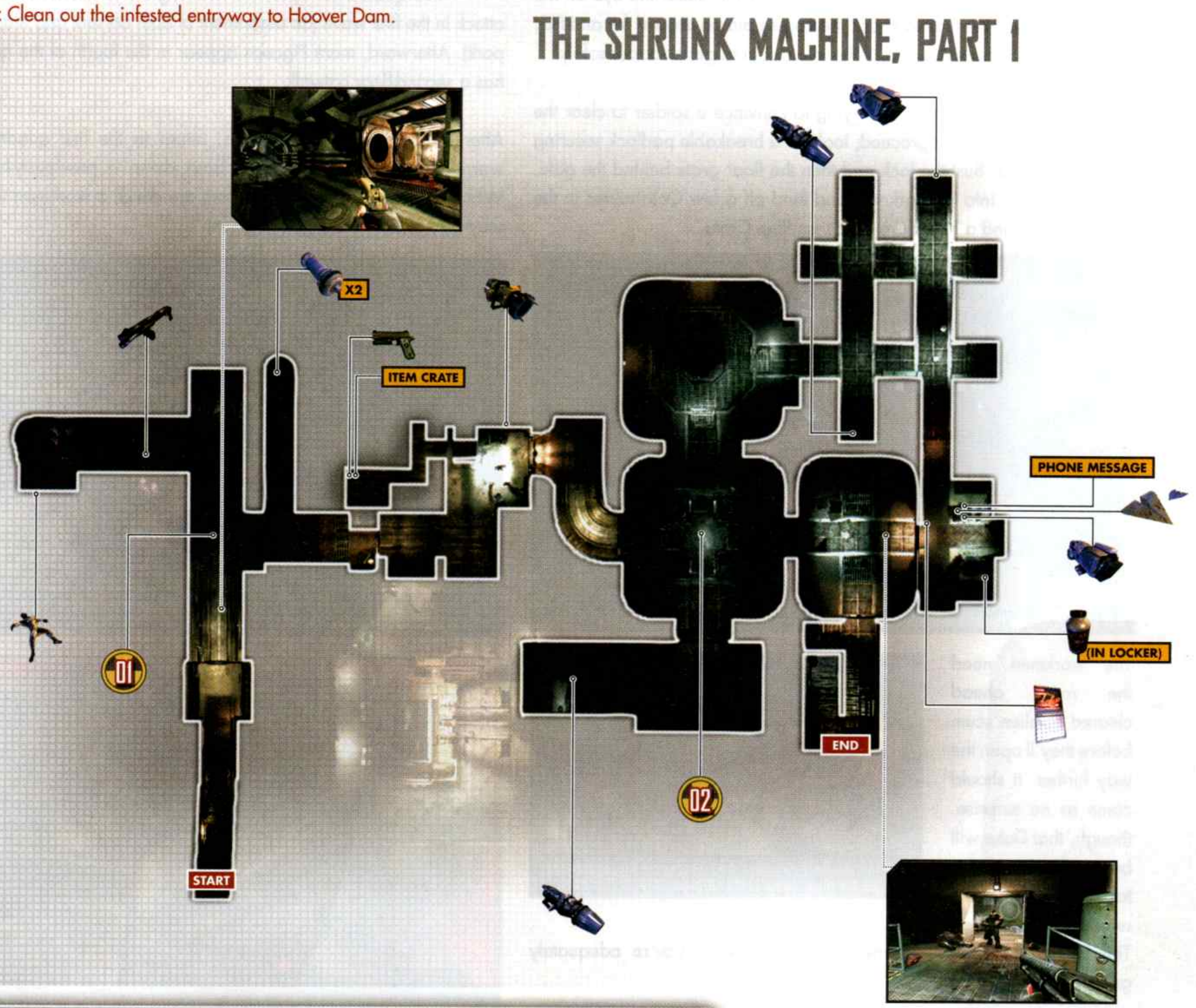
CHAPTER 16:

THE SHRUNK MACHINE

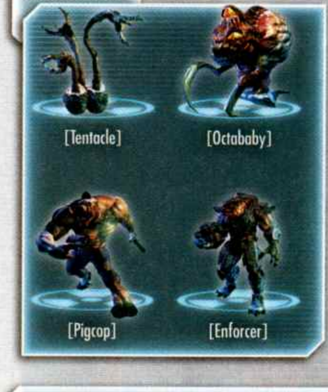
ARNING
EP HANDS
OUT OF
CHINERY
DANGER

THE SHRUNK MACHINE, PART 1

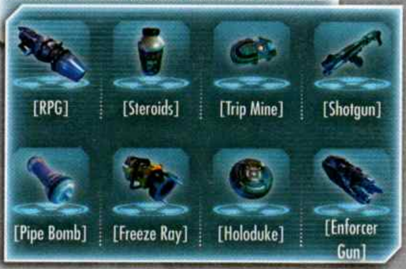
OBJECTIVE: Clean out the infested entryway to Hoover Dam.


THE SHRUNK MACHINE, PART 1
X2
ITEM CRATE
PHONE MESSAGE
(IN LOCKER)
01
02
START
END

ENEMIES


[Tentacle]
[Octababy]
[Pigcop]
[Enforcer]

WEAPONS AND EQUIPMENT


[RPG]
[Steroids]
[Trip Mine]
[Shotgun]
[Pipe Bomb]
[Freeze Ray]
[Holoduke]
[Enforcer Gun]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Throw paper airplane.	+1
Look at wall calendar.	+1

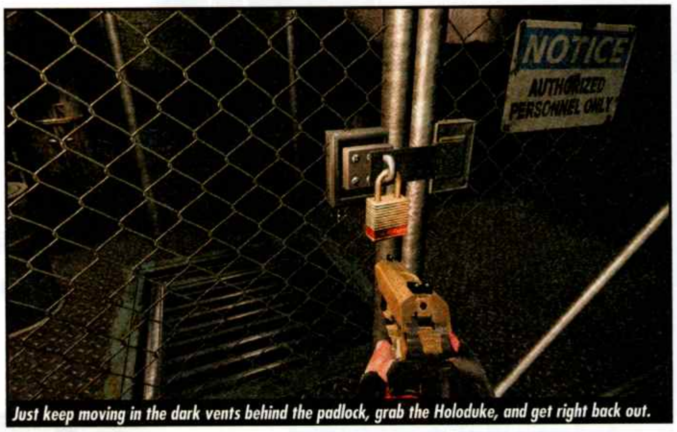
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Call Waiting	Listen to all phone messages.
I Need a Date	Look at every picture in the wall calendar.

The top of the dam is cleared now that the Battlelord is dead. Duke still doesn't know what the play is for dealing with the dam itself, though. For now, the goal is to track down General Graves.

01 The left path from the start holds considerable supplies, so stock up if need be. Watch out for the Tentacles; shoot the eye on the left wall to buy some time to knock the corpse piñata around for an RPG, Steroids, and a Trip Mine. Shoot the eye again to get back out safely.

To the right, some workmen are trying to convince a soldier to clear the room ahead. Before you proceed, look for a breakable padlock securing a chain-link gate. Bust the lock and then the floor grate behind the gate, then duck down into the darkness and fend off a few Octababies in the crawlspace to find a Holoduke inside an Item Crate.



Just keep moving in the dark vents behind the padlock, grab the Holoduke, and get right back out.

Little skittish there, trooper? Take the Freeze Ray and do the EDF's job for them. Same s#!%, different day.

The workmen need the room ahead cleared of alien scum before they'll open the way further. It should come as no surprise, though, that Duke will be in charge of this task instead of the unarmed EDF soldier. The Freeze Ray presents a new toy here. When you're adequately geared up, enter the room.

ICE TO MEET YOU

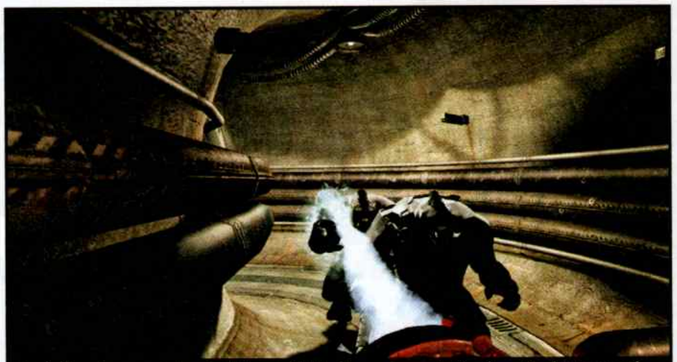
Everybody chill.

The Freeze Ray is a unique weapon that proves to be invaluable in close-range conflicts. This gun projects a short-range beam of icy energy, which deals a particular type of damage. We'll call this "ice damage." Once ice damage has built up to a certain amount, the enemy doesn't die—he is simply frozen solid! Now you can perform an execution to refill Duke's Ego. A melee attack or a shot from another firearm will also exterminate the enemy, although without the Ego recharge bonus.

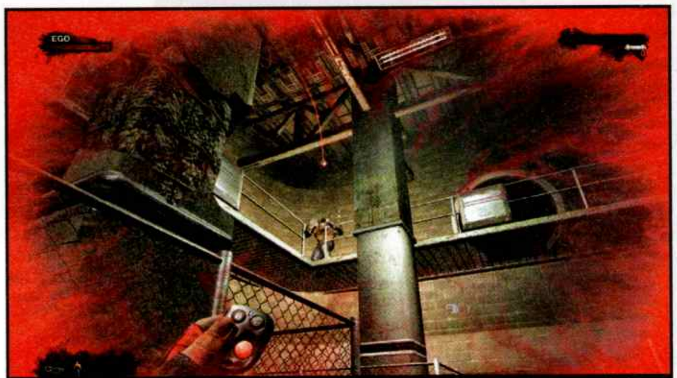
The Freeze Ray cannot "run out" of ammo. Instead, it recharges freeze potential over time. If you're on-target with the beam, you can usually freeze four to five enemies in rapid succession before the Freeze Ray will require some "cool down" time. In the meantime, switch to another primary weapon while the Freeze Ray recharges.

02 The infested room ahead, which is filled with Pigcops, is divided into quadrants. Upon first entering the room, several Pigcops will attack in the first wave (an assortment of both berserk and firearm-packing pork). Afterward, more Pigcops appear in the fourth of the quadrant that has a second-floor catwalk.

After eliminating all the Pigcops, return to the first quadrant, but be warned that two Enforcers will bash down a previously-locked door. When all of the baddies in the room are dead, a workman will open the way downstairs to the next segment.



This hallway is a great place to hole up with the Freeze Ray and take down the first wave of foes. Enter the rooms to trigger the Pigcop attack and then retreat. Wait for them to round the corner one or two at a time, then freeze and smash.



It's impossible to bait a couple of the Pigcops on the catwalk into following you down a dark hallway. When you finally go after them, watch out for a plethora of Pipe Bombs from above.

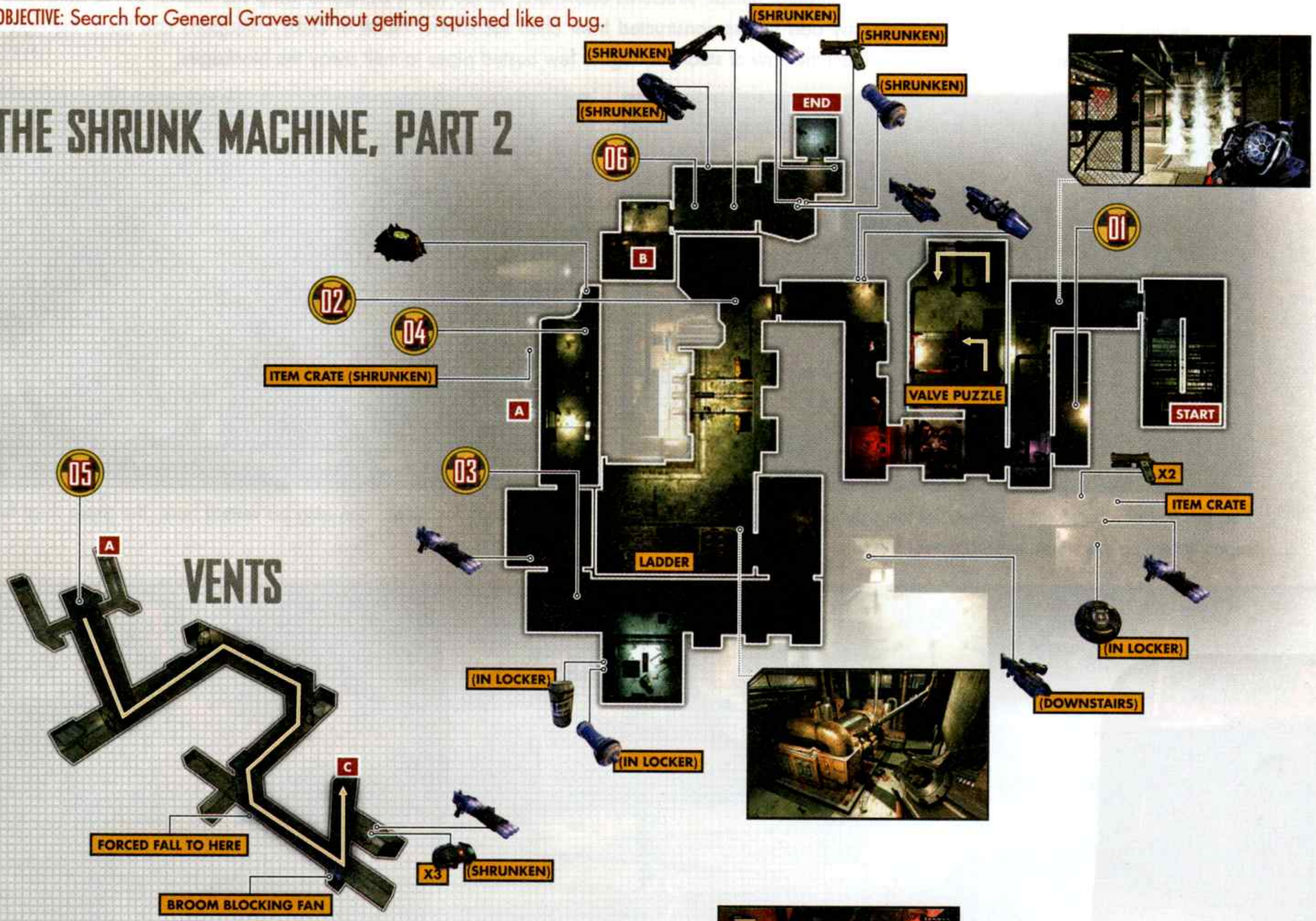
Even Enforcers aren't immune to the Freeze Ray.

When the coast is clear, the workmen will open the way downstairs and onward. Before proceeding, though, check out the wall calendar and the paper airplane in the office to get **Ego boosts**. Listen to the phone message for progress toward an **Achievement/Trophy**, then grab the Steroids and resupply before moving onward.

THE SHRUNK MACHINE, PART 2

OBJECTIVE: Search for General Graves without getting squished like a bug.

THE SHRUNK MACHINE, PART 2

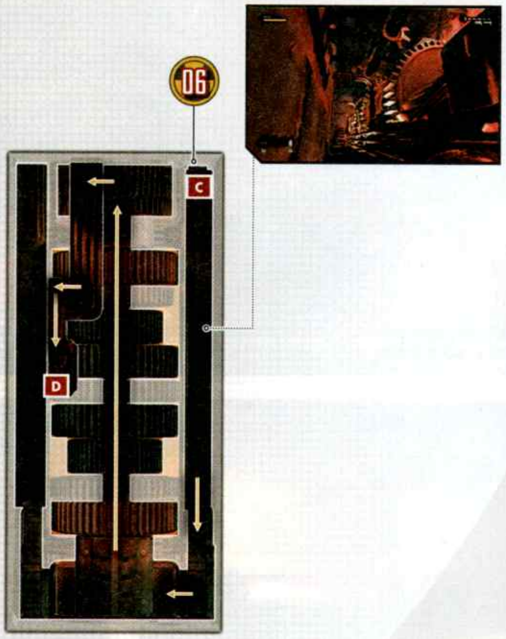

(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
(SHRUNKEN)
END
06
B
01
02
04
ITEM CRATE (SHRUNKEN)
A
VALVE PUZZLE
START
03
X2
ITEM CRATE
LADDER
(IN LOCKER)
(IN LOCKER)
(IN LOCKER)
(DOWNSTAIRS)
05
A
VENTS
C
FORCED FALL TO HERE
X3
(SHRUNKEN)
BROOM BLOCKING FAN

ENEMIES

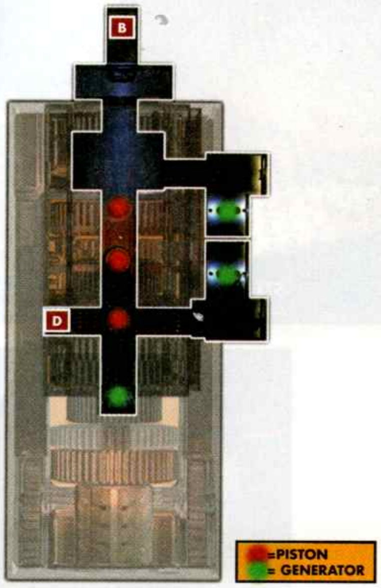
[Pigcop]
[Pigcop Captain]
[Assault Trooper Captain]
[Rats]
[Octababy]
[Enforcer]

WEAPONS AND EQUIPMENT

[Pistol]
[Pipe Bomb]
[Ripper]
[Holoduke]
[Railgun]
[RPG]
[AT Captain Laser]
[Beer]
[Trip Mine]
[Enforcer Gun]



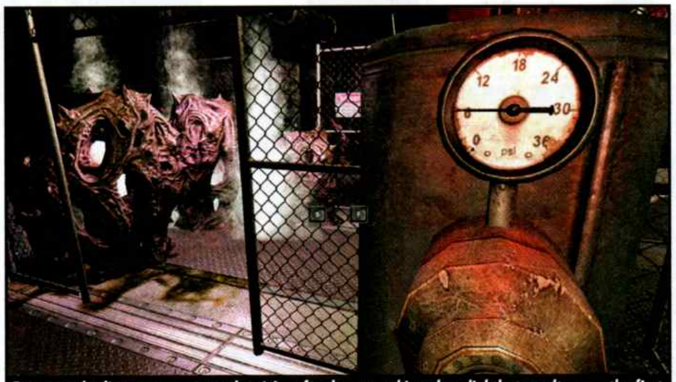
BOTTOM LEVEL (GEARS)


B
D
🟥=PISTON
🟩= GENERATOR

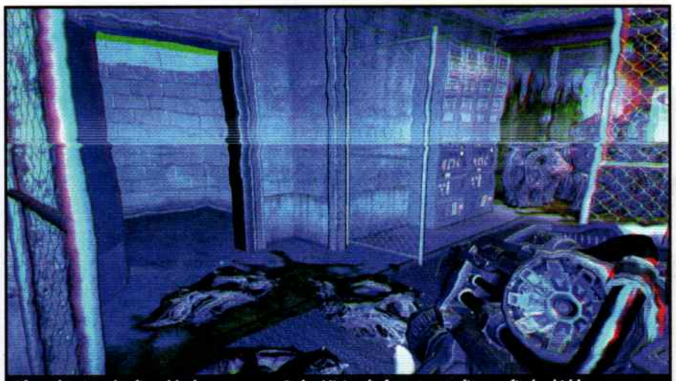
TOP LEVEL (STAMP PISTONS)

The workmen have opened the way to an area outfitted with a heavy industrial machine, the gears deep in its belly powering stamp press pistons at the top. Traveling through this place eventually requires careful navigation inside this machine. Finally, there's a boss of a different kind waiting at the end...

01 Just as the alien infestation had spread through human structures elsewhere, so too has it started to warp the interior of the dam. The way forward is blocked in several places by odd fences constructed from alien secretions. None of Duke's weapons can harm the odd alien structures. Luckily, though, it's possible to redirect the flow of steam through a few busted pipes to melt away the blockages.

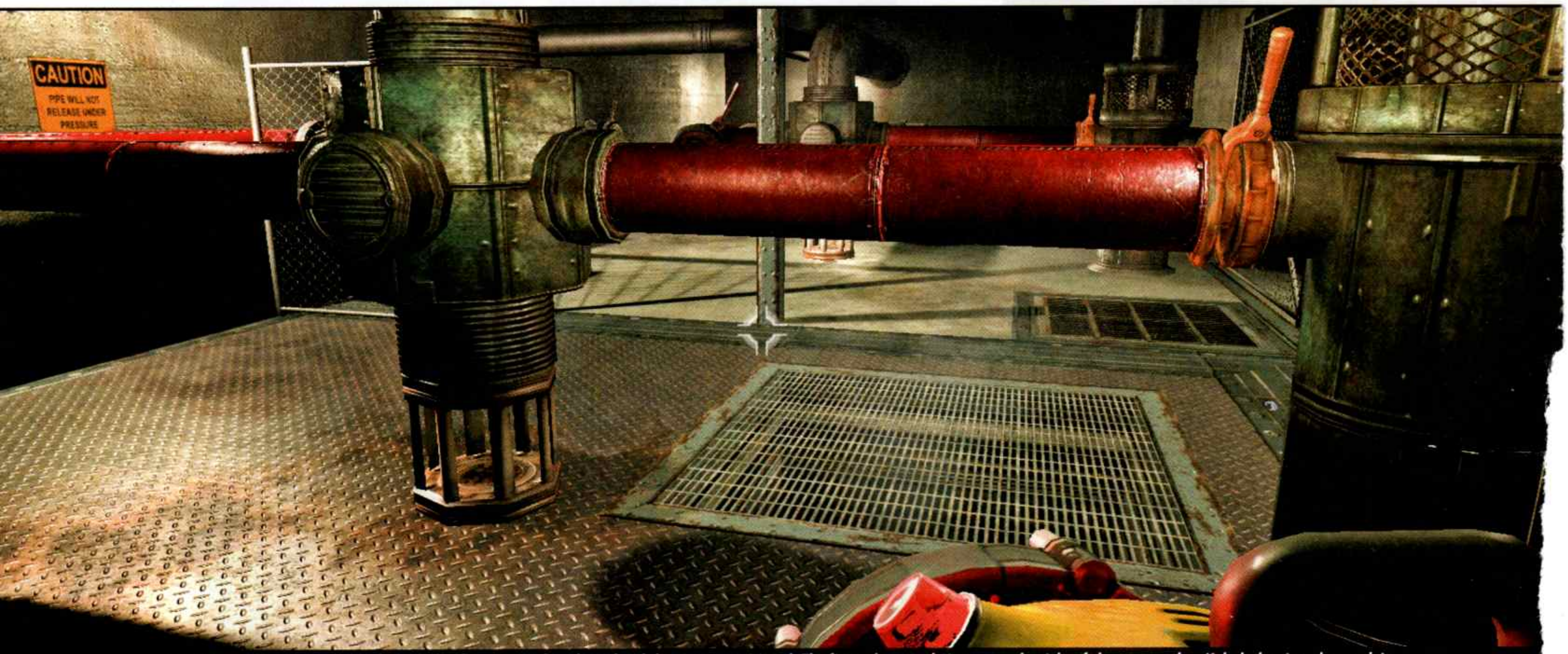


Run past the first steam vents when it's safe, then turn this valve slightly to melt away the first blockage. You don't have to turn it up all the way, just a single tick will do.

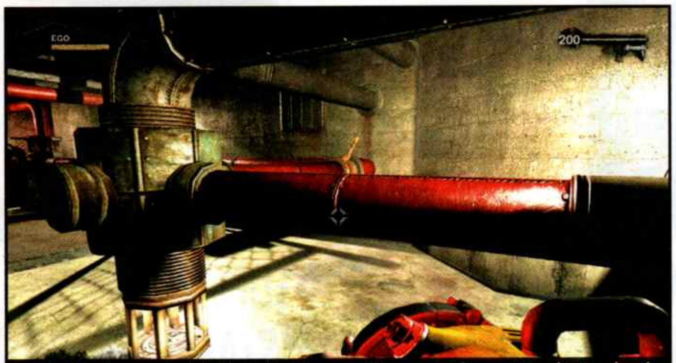


After clearing the first blockage, pop on Duke Vision before proceeding to find a hidden supply closet!

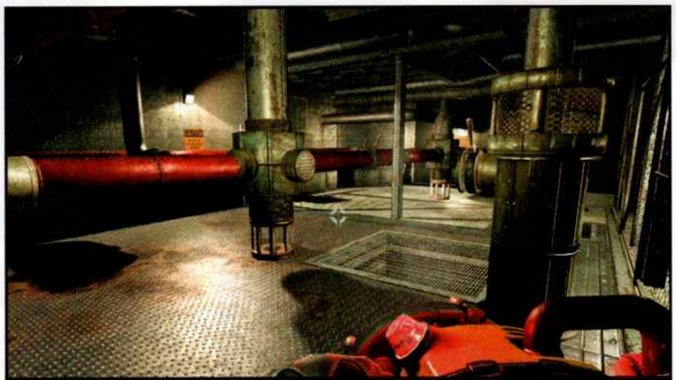
Past the first blockage sits another, but the solution isn't quite so simple this time. Although the steam can also be vented here, the pipes must first be repositioned so the steam is output over the alien growths.



***STEP #1:** The pressure locks on a couple of pipes must be released and the pipes repositioned. The first release and pipe are to the right of the steam valve. Unlock the pipe, then push it counter-clockwise until it clicks into its new position.*

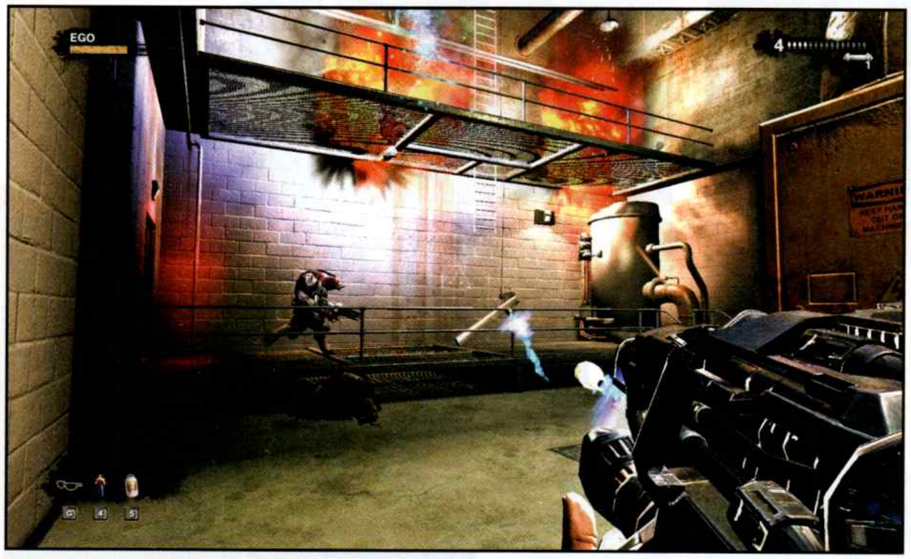


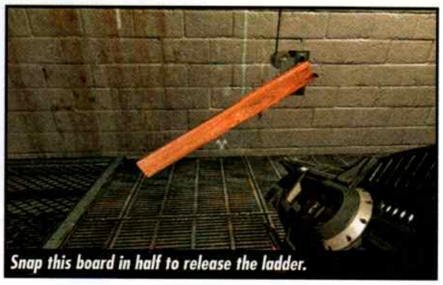
***STEP #2:** The next pipe is in the back of the room. This one must be repositioned twice, though. Unlock and push it counter-clockwise until it clicks into position once, then crouch underneath the pipe to reach another pressure lock, then do it again.*



***STEP #3:** Now it's time to return to the steam valve and turn it slightly, unleashing steam onto the next blockage. Once the alien gunk is destroyed, shut the steam off and proceed.*

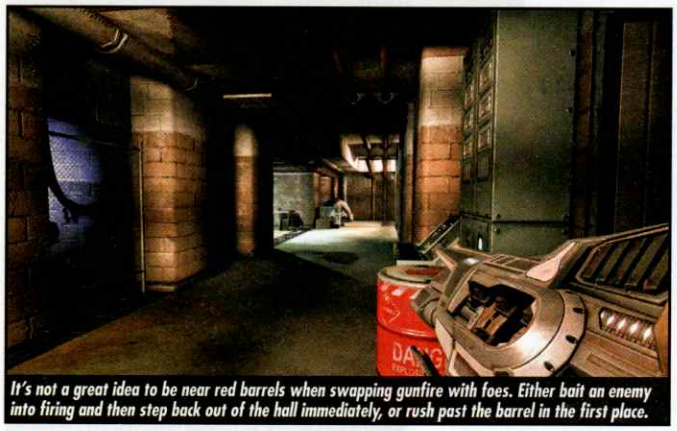
02 Finding a Railgun and an RPG just lying around in the preceding hallway should indicate something... A whole mess of Pigcops and aliens are guarding the machine room. You should know how to make pulled pork from Pigcops and mincemeat from aliens by now, especially with a Railgun and an RPG handy. After all the enemies are slaughtered, refill your Railgun in the room underneath the catwalk if need be, then bash the board blocking the ladder release underneath the catwalk so you can ascend to the next floor.



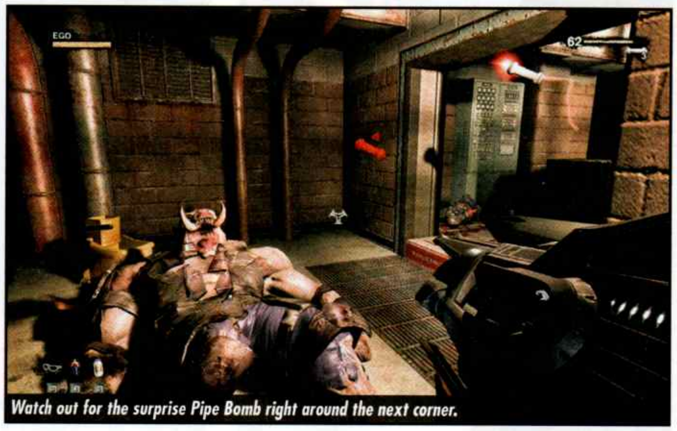


Snap this board in half to release the ladder.

03 Round the first corner upstairs with extreme caution, as a Pigcop Captain lays in wait at the end of the corridor prepared to unleash some rockets. Take stock of the red barrel at the mouth of this hallway; even if a rocket misses its target, the exploding barrel will likely kill Duke. Charge into the room past the barrel and take down the captain right away. Another Pigcop around the next corner will drop a short-fused Pipe Bomb. Step back to avoid the splash damage, then rush forward and finish the job.

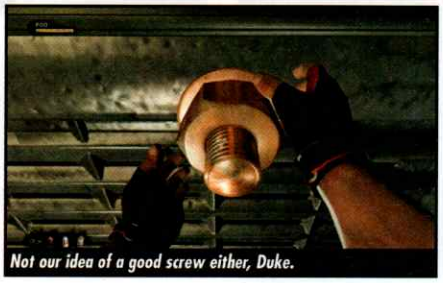


It's not a great idea to be near red barrels when swapping gunfire with foes. Either bait an enemy into firing and then step back out of the hall immediately, or rush past the barrel in the first place.



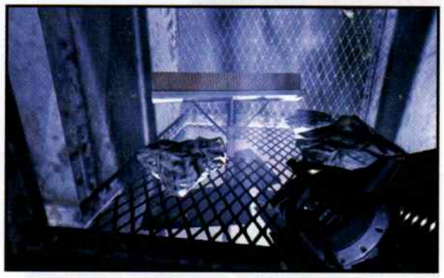
Watch out for the surprise Pipe Bomb right around the next corner.

04 There's nowhere to go but down in this room. To progress, you must use the Shrink Pad. A shrunken Duke will immediately get attacked by several rats, but they shouldn't pose much of a threat. After playing pest exterminator, explore the vent from which the rats emerged to find a tiny Item Crate. Unscrew the glowing nuts from a nearby grate and enter.

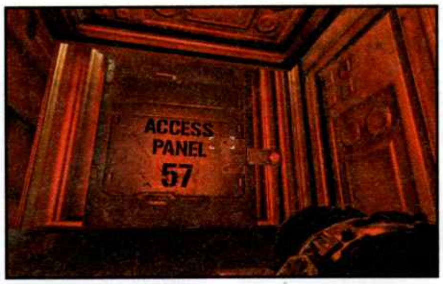


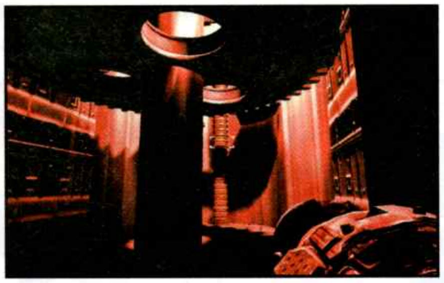
Not our idea of a good screw either, Duke.

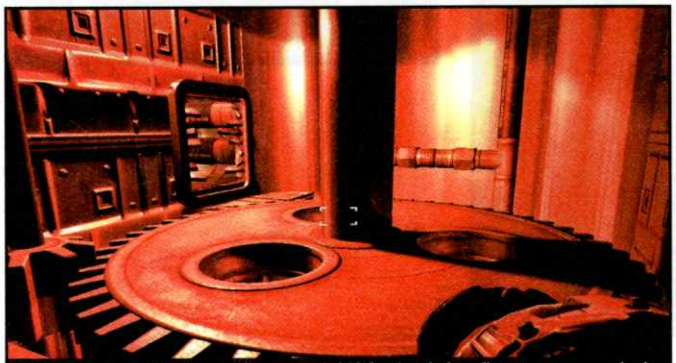
05 There's another vent here leading downward. Upon entering, the fans will force Duke to the bottom. At this point (see screenshot), a fan backed by a blue-tinted light is blocked by a broom. Break the broom, and the fan's upward lift will carry Duke just outside the machine. While lofting upward, drift forward into a vent shaft for some shrunken supplies.



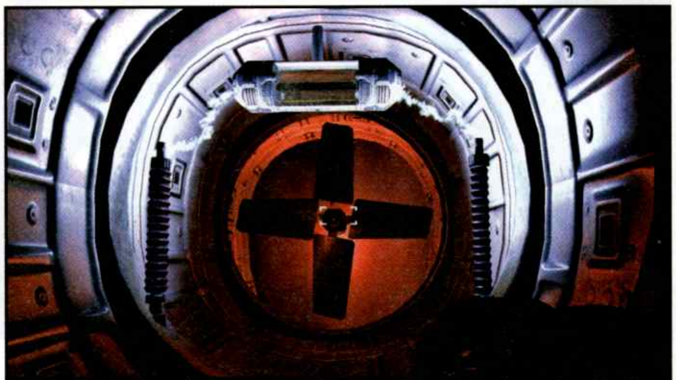
While inside the machine, you'll face quite an ordeal. To escape and continue onward, climb up and out of this mechanical beast.



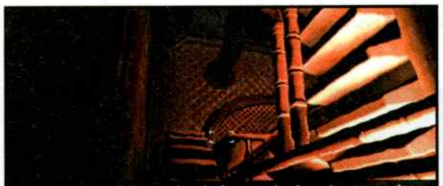




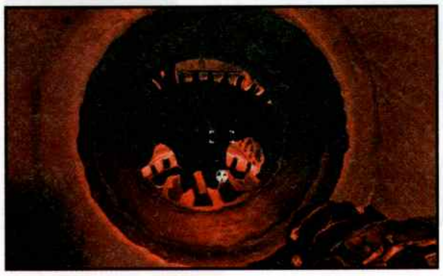
STEP #2: *Just inside, there's a long vertical shaft lined with three flat, spinning gear wheels. Coils behind each gear serve as ladders for a shrunken Duke; you'll need to cross each spinning gear to reach the next coil. At the top, a grate leads onward.*

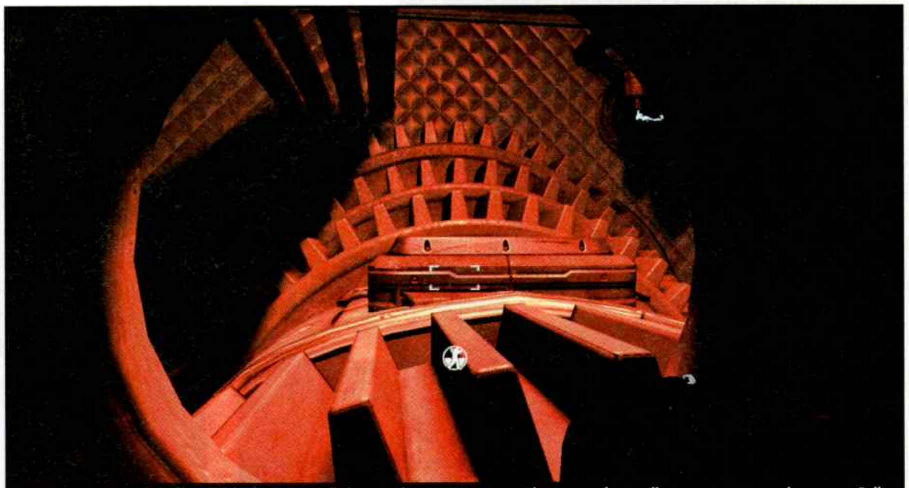


STEP #3: *Drop down the grate opening to locate a small generator unit powering a fan. The spinning fan prevents passage, so shoot the generator with a shot from any weapon.*

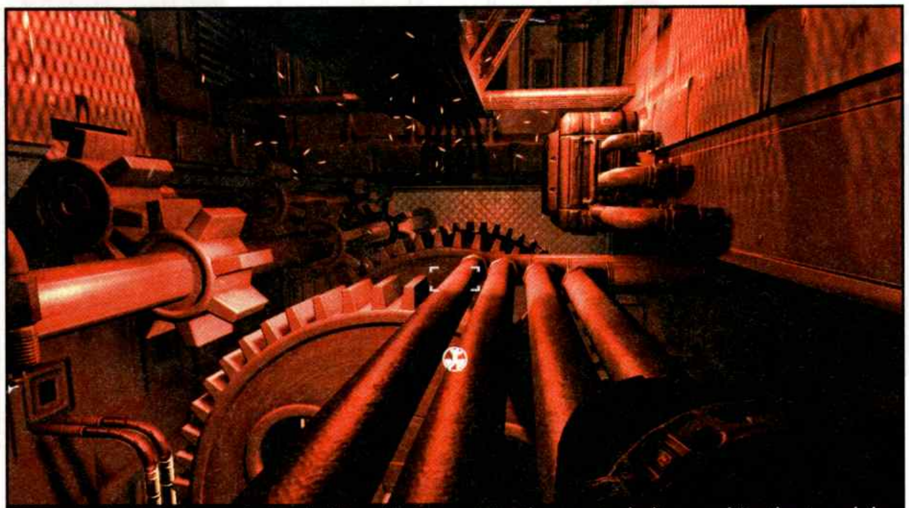


STEP #4: *Fall down the shaft past the fan, deep into the churning transmission of the machine. Now make Duke mount the central arrangement of upright gear wheels by jumping onto a spinning gear on the side.*

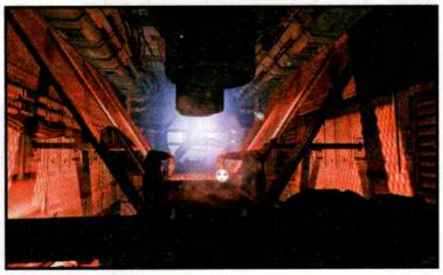


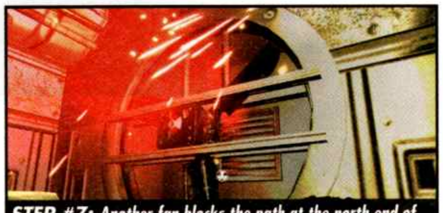


STEP #5: *Now all that remains is crossing all the upright spinning gears! This insane feat will require some steady nerves. Fall off the side and Duke will likely end up in the smelting pit below. While some of the gears are lined up such that you can just run or jump across the tops of them, a few larger gears require that you pass through holes in their surface.*

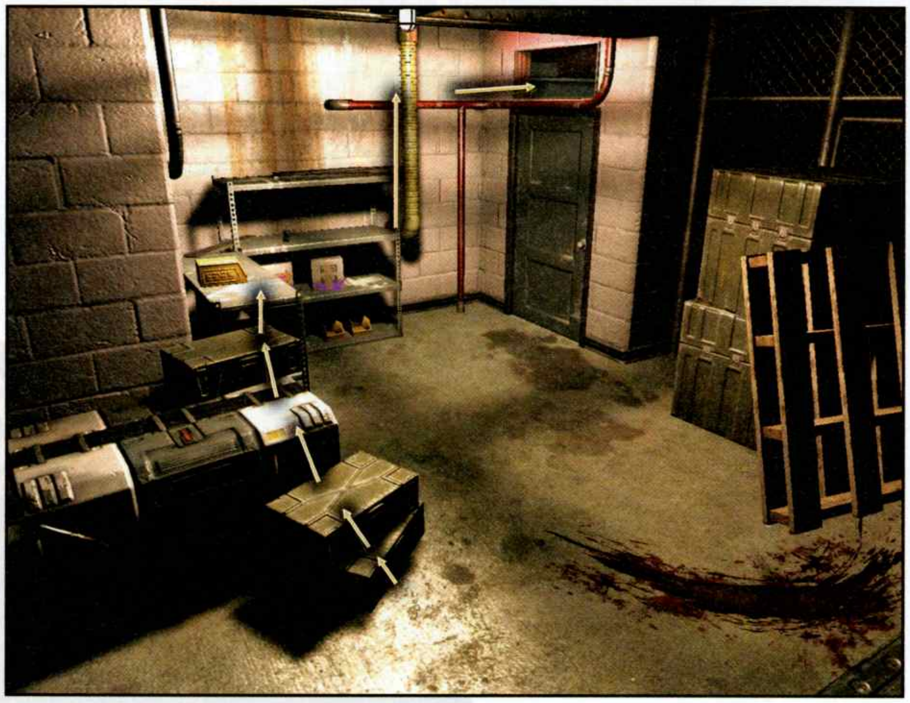


STEP #6: *Here's an easy part. At the end of the machine's transmission, there are pipes leading upward. Use them to reach the machine's pistons.*

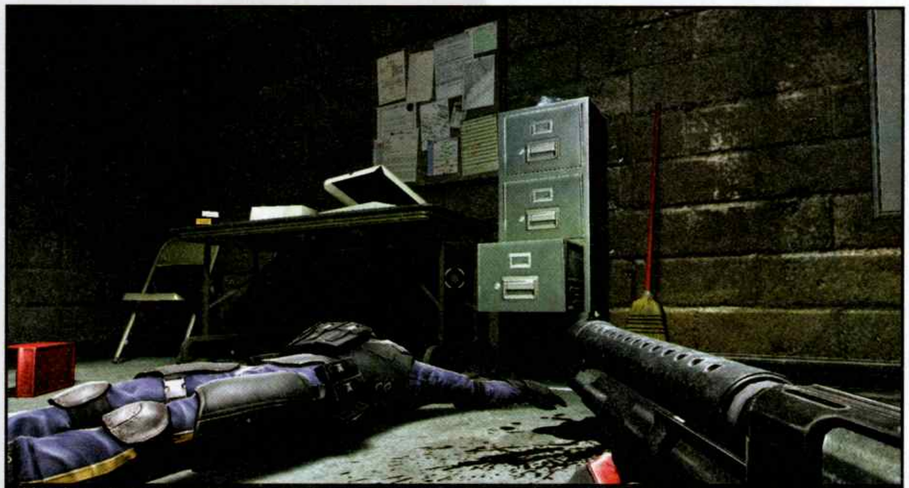




STEP #7: *Another fan blocks the path at the north end of the machine, so destroy the three small generators to stop the entire machine for good.*



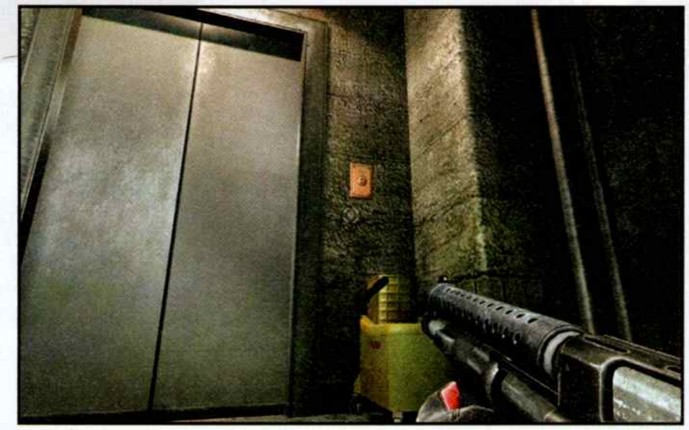
DG Finally out of the machine, all you have to do in the first room is climb out of it by smashing through the window above the door. Watch out for the Octababies feeding on the corpse of an EDF soldier, though!

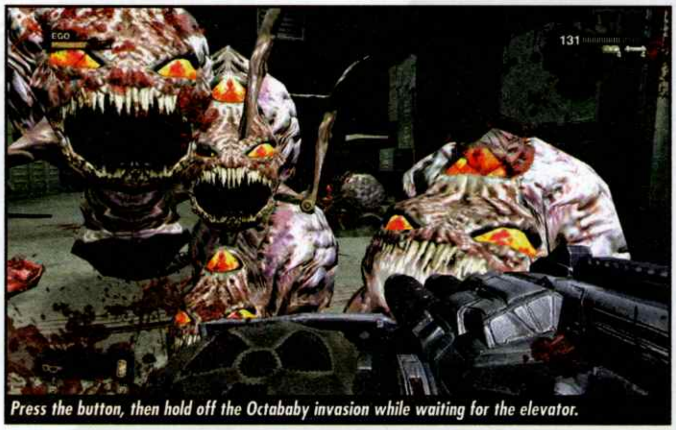


Although it's slow going, there's a very good reason to move the soldier besides getting the Enforcer Gun. You really don't want any obstacles near the metal case in the center of the room. At the very least, make sure the soldier's legs and torso are well out of the way of the area just around the cube.

Inside the room, get familiar with the oversized surroundings. There are some weapons sitting around, including an Enforcer Gun high up on a filing cabinet. To get it, open one of the file drawers and then push the EDF soldier's corpse close enough to the file drawer to hop onto the soldier and then onto the drawer. Next, hop onto the table and leap to snag the gun.

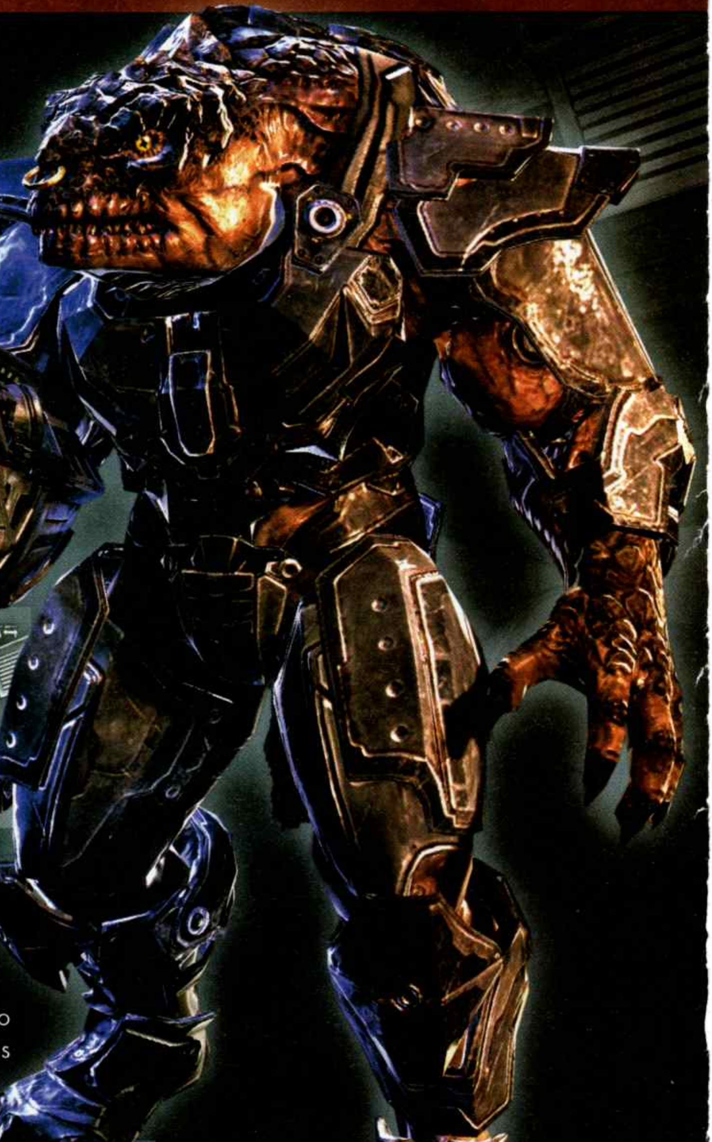
Even if Duke is carrying two powerful weapons (for example, a Railgun and the Enforcer), swap one of them out for either a Ripper or shotgun. Make note of where you drop the weapon, though, as you must clamber onto a bucket to reach the elevator call button. After pushing the button, several Octababies will drop in from the vents and attack—plus the lights go out briefly! Cut loose with the Ripper or shotgun. The lights are only off for a brief moment and Octababy eyes glow in the dark. When the threat is dispatched, the elevator will arrive. It's time to grab your powerful weapon again and head for the metal cube...



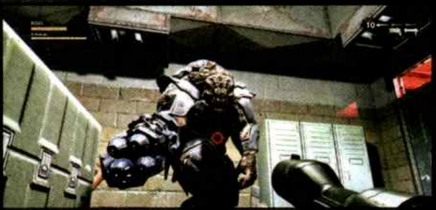


Press the button, then hold off the Octababy invasion while waiting for the elevator.

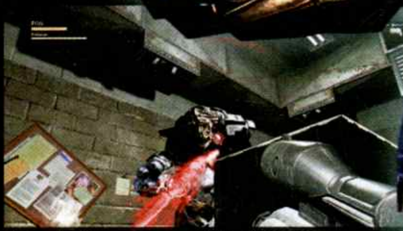
ENFORCER



Although the elevator is here, there is an Enforcer inside. The central cube container is important because it's the only reliable cover in the room. Go anywhere else and the Enforcer will fire his missiles right at Duke. When the Enforcer gets close, he'll unleash a powerful stomp with potentially-fatal results. Continue to strafe around the cube and keep the Enforcer on the other side to remain safe. That's why it was important to clear the path around the cube earlier! Backing away from the Enforcer and getting stuck on the EDF soldier's body for even a split second may bring bad news for Duke.

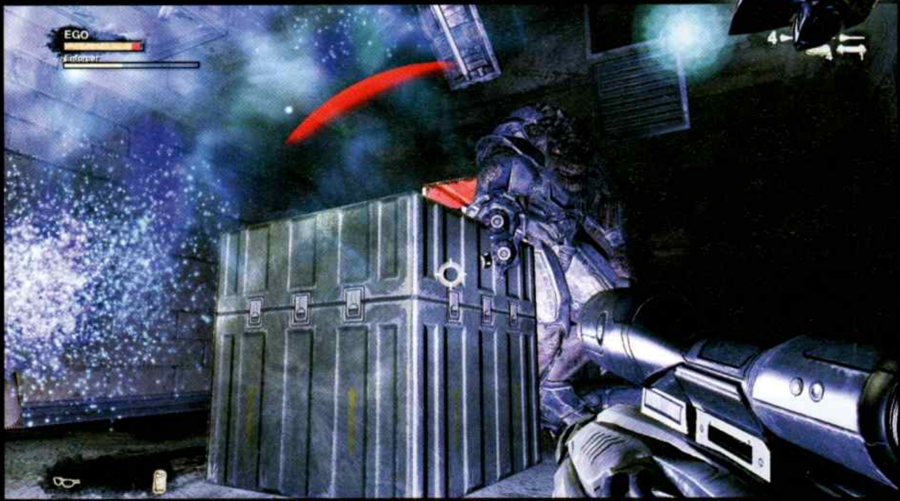


Whenever possible, stay closer to the Enforcer's left foot than his right foot to keep him moving clockwise. This puts Duke at minimal exposure to his ferocious weapon.

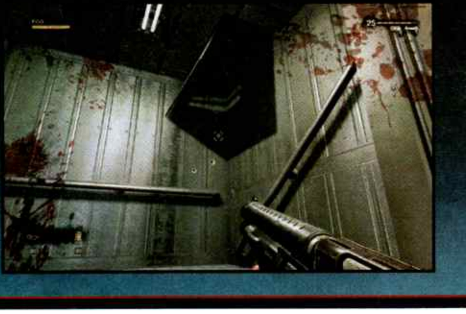


Although all weapons are diminished in power while in a shrunken state, they still cause damage.

While backing away from the Enforcer, be ready to switch directions if he does. Ideally, make him go to his left (clockwise around the cube) as much as possible. By doing so, the last part of him to round cube corners will be his gun. This should provide time to pump shots into his body without fear of retaliation. Conversely, when the Enforcer is circling the cube to his right (counter-clockwise), the first thing around a given corner will be his Enforcer.

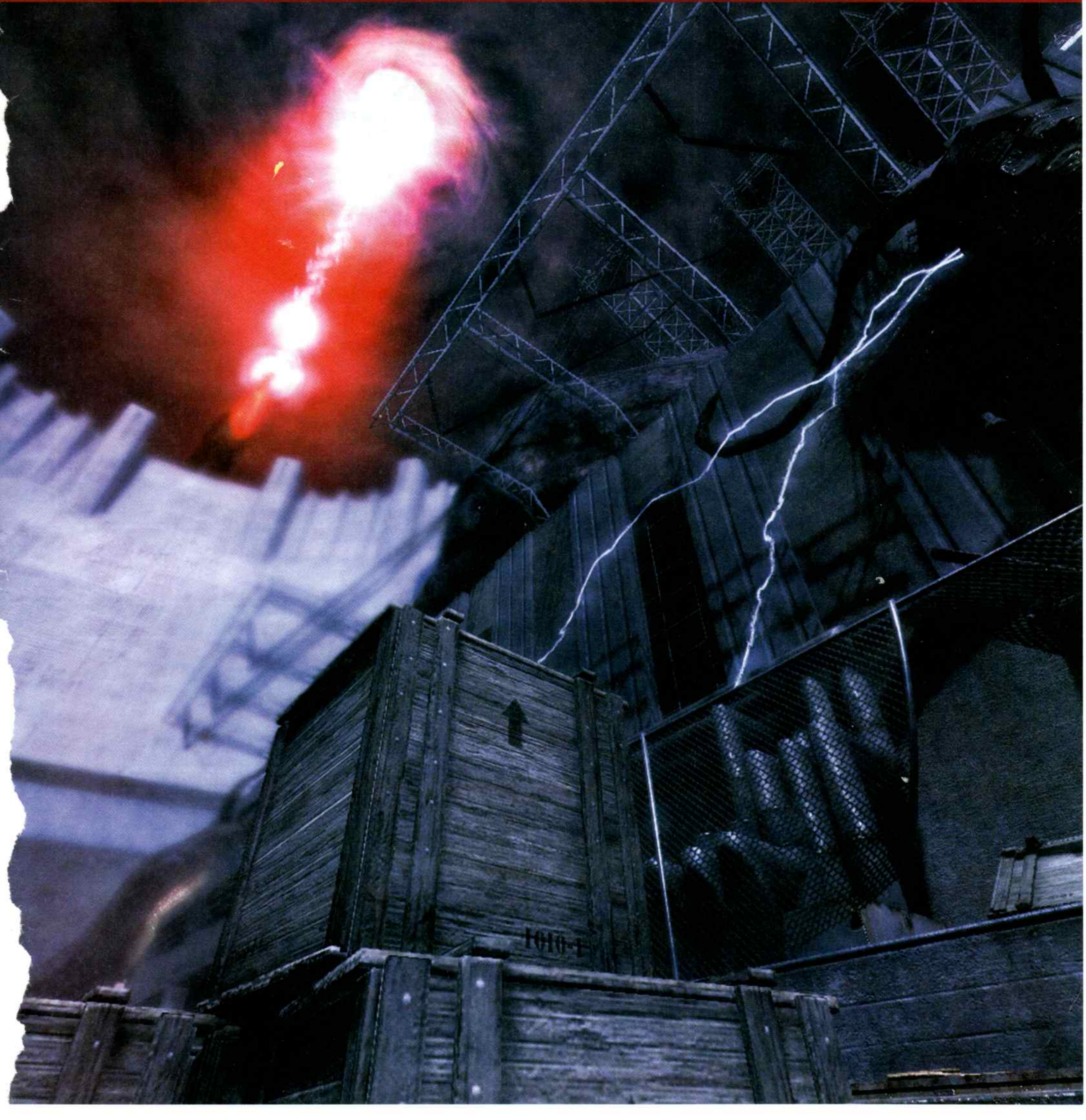


Stray explosions caused by the Enforcer's missiles may destroy the overhead lights, plunging the room into darkness. If this occurs, rely on Duke Vision or the light from explosions to find your way.



When the Enforcer dies, it's time to leave. Approach the elevator, but watch out for one last Octababy. Fortunately, the little monster's fall damages one of the railings inside the elevator, which allows Duke to climb up it. Standing on the far end of the broken rail causes it to move in the other direction. Now jump to the undamaged railings to access the elevator controls.

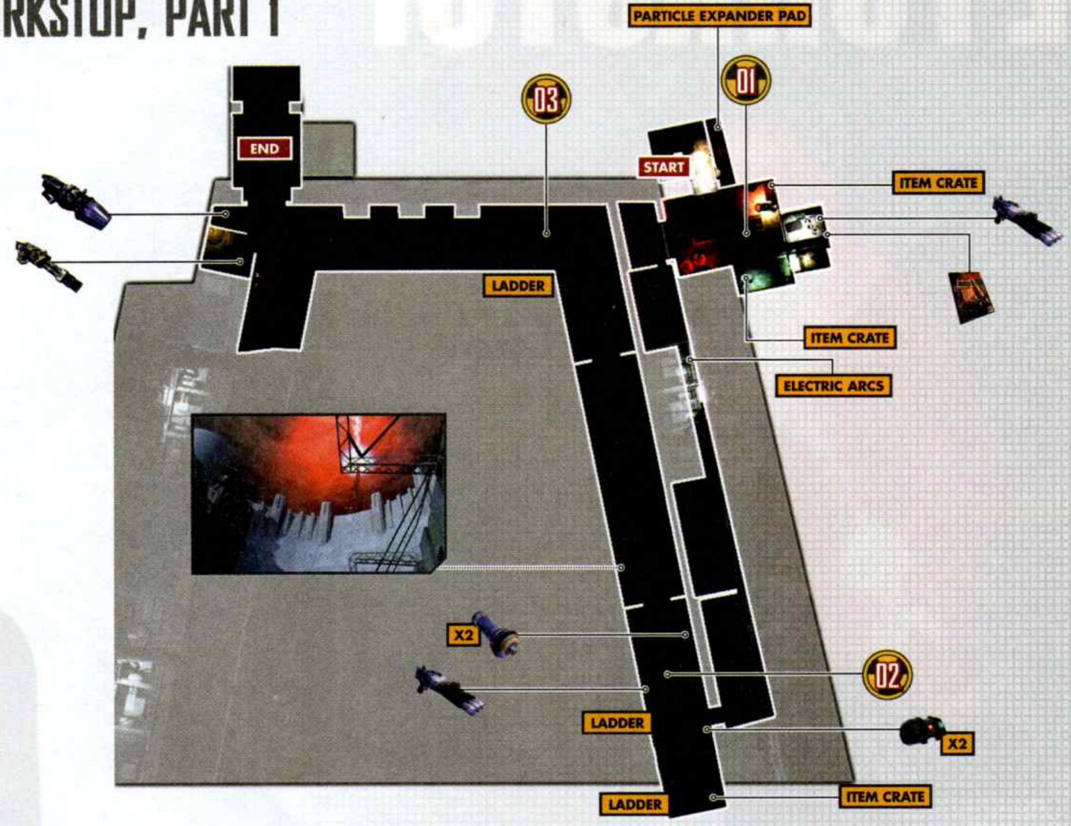
THE FORKSTOP



THE FORKSTOP, PART 1

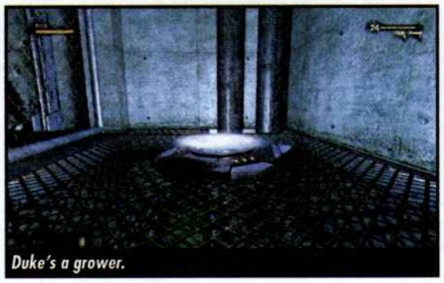
OBJECTIVE: Continue the search for General Graves.

THE FORKSTOP, PART 1


PARTICLE EXPANDER PAD
01
03
END
START
ITEM CRATE
LADDER
ITEM CRATE
ELECTRIC ARCS
X2
02
LADDER
X2
LADDER
ITEM CRATE

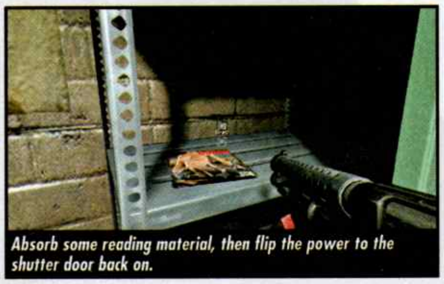
Having escaped the machine and the enormous Enforcer, it's time to leave this two-bit town. Find a Particle Expander Pad as soon as possible, then quickly get your bearings in this new area.

01 The Particle Expander Pad is tucked away behind a breakable box near the beginning. There are no shrunken supplies to snag before restoring Duke's formidable stature, so hop right onto the pad.

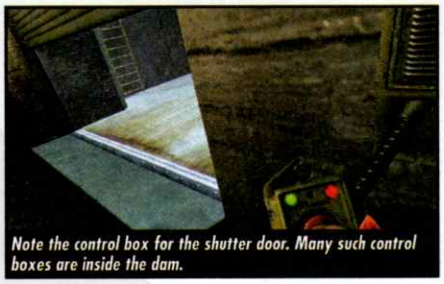


Duke's a grower.

The next room holds a couple of Item Crates and several broken and unpowered equipment. Enter the office to restore power back to the shutter door. While here, check out the magazine on the shelf to gain an **Ego boost.**



Absorb some reading material, then flip the power to the shutter door back on.



Note the control box for the shutter door. Many such control boxes are inside the dam.

ENEMIES

[Octabrain]
[Pigcop]
[Octaking]

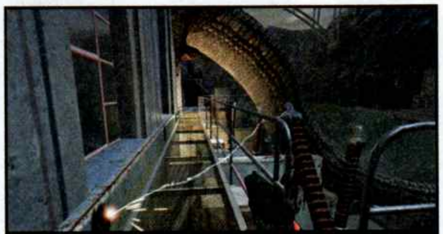
WEAPONS AND EQUIPMENT

[Holoduke]
[Pipe Bomb]
[Ripper]
[Trip Mine]
[Beer]
[Railgun]
[RPG]

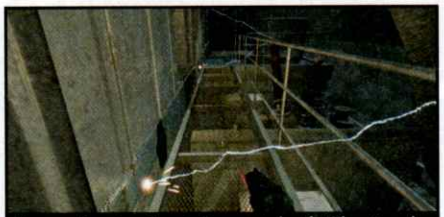
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Read 69MM magazine.	+1

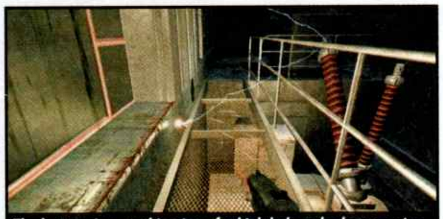
At this stage, Duke is at the foot of the dam where the enormous structure meets the Colorado River. Elements of the dam's power plant are situated alongside the river. When you ascend a ladder, you'll encounter electrical coils outputting excess power along the walkway.



There are three electrical arcs to avoid. The first simply flickers on and off in place.

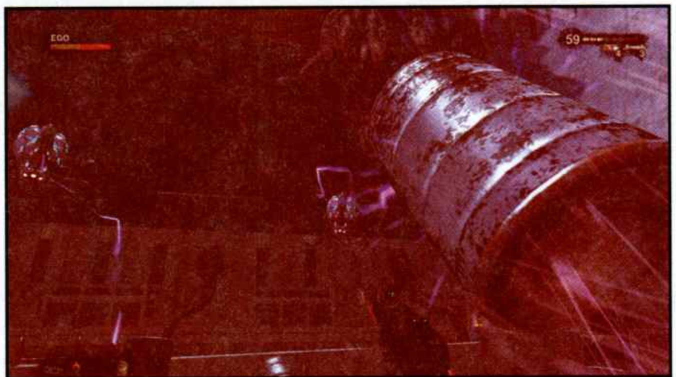


The second arc travels a static, repeated path. When it reaches the scorch mark in the wall it will vanish and reappear where it starts.



The last arc is a combination of a high bolt and a low, moving one. Crouch and watch the rhythm of the low bolt, then crouch-walk past it.

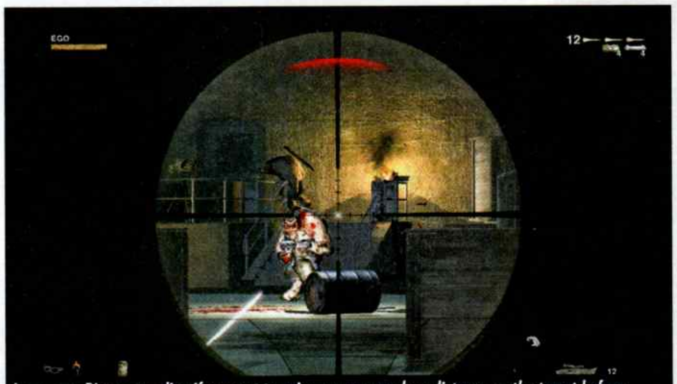
02 When Duke reaches the walkway along the water, two Octabrains will emerge from the river. All the barrels and boxes in the area provide plenty of fodder for the telekinetic Octabrains. Defeat the Octabrains, then check the area for supplies. There are a few explosives and a Ripper, while a hop into the drink and a short swim south reveals a ladder leading to a semi-hidden location, where you can find a Beer inside an Item Crate.



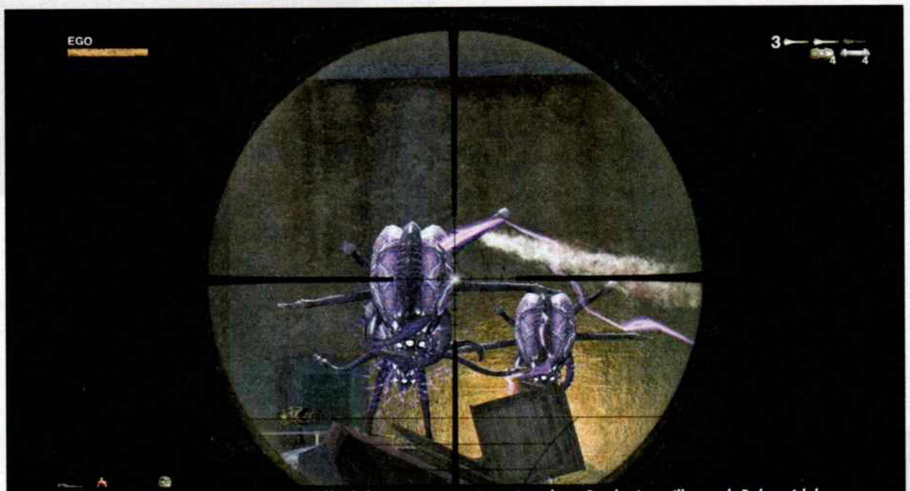
You can't do anything about the barrels in the area, but preemptively destroying wooden boxes basically deprives the Octabrains of some ammo.

03 Things heat up considerably at this point. Rounding the bend triggers the arrival of a few Pigcops. They attack from the far end and one takes command of a machine gun turret. Conveniently, the Railgun resting against the wall provides plenty of long-range firepower, but you may want to hold off. Sure, you can easily snipe three little piggies, but once they're all dead, a bunch of Octabrains will inundate the area. So instead of sniping, sprint forward and fight the Pigcops at close range. That way, you can immediately commandeer the turret, just as the Octabrains arrive.

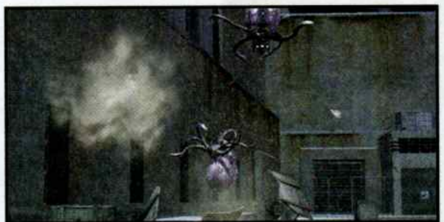
After the Pigcops are decimated, more Octabrains will appear in groups of two or three. This fight can be easy (if you man the turret as the Octabrains arrive), or difficult (if you fight the Octabrains with normal weapons). Don't take a breather just because you downed the Octabrains. As soon as the last one falls, their boss shows up with a tremendous roar. The Octaking has arrived!



Leave one Pigcop standing if you opt to snipe so you can close distance on the turret before finishing the job.



Fighting the Octabrain swarm straight-up is difficult because at any given time three Octabrains will assault Duke with boxes, barrels, and psychic blasts from different angles. The Railgun evens the odds somewhat, but you probably won't have enough shots to defeat them all from a distance.

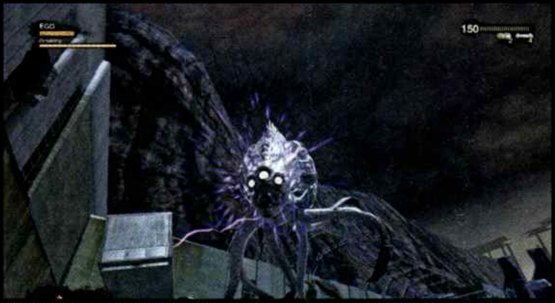


Getting to the turret first makes this fight much easier. It also puts Duke right where he should be to face down their boss.

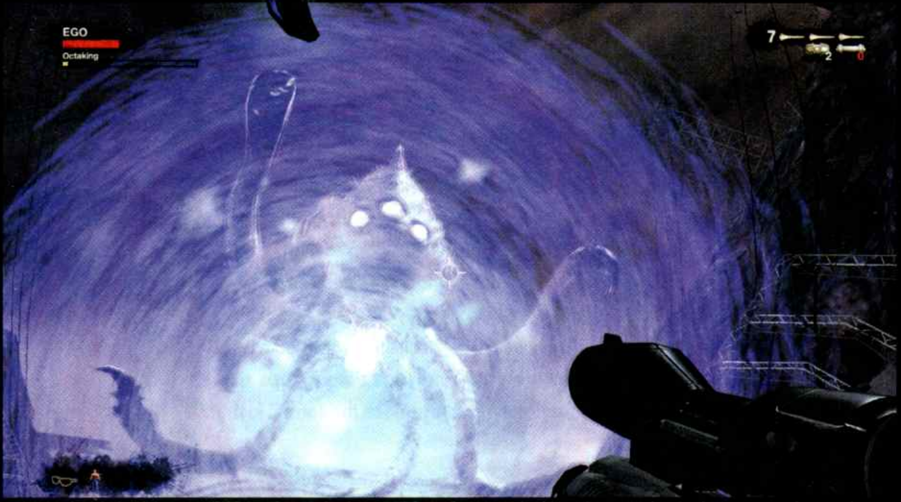
OCTAKING

The Octabrains were an appetizer, like calamari, but the Octaking is the main course (let's say Octopus Lo Mein). The Octaking is very similar to an Octabrain, as it will fire psychic blasts of energy and use its telekinetic powers to hoist and hurl objects from the environment.

The main difference, though, is in scale. The Octaking can generate much larger, more powerful psychic blasts than a normal Octabrain. Another difference, though, is that the Octaking does *not* catch and throw back objects (barrels, RPG rockets, Pipe Bombs). This means you don't have to be as careful about what you attack with, so just fire away with whatever you like.



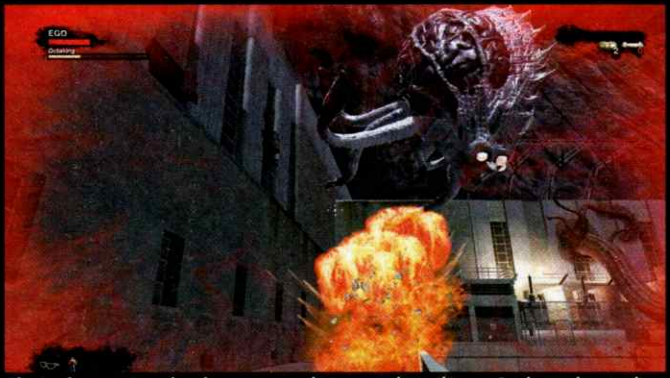
The Octaking will hurl bigger pieces of the environment at Duke than a regular Octabrain. Note that, like the Octabrain, the Octaking throws directly at its target.



When no large objects are available to throw, this boss will fire a large psychic blast that puts the Octabrain's equivalent to shame. Just like Octabrains, the Octaking will lead Duke when he releases the blast.

There are plenty of weapons to use against the Octaking. Conventional weapons work fine and so does the machine gun turret. The only downside to using the turret is that you provide a stationary target for the Octaking's psychic blasts. Be ready to step back from the turret to evade, or if Duke's Ego gets too low.

EGO
Octaking
3



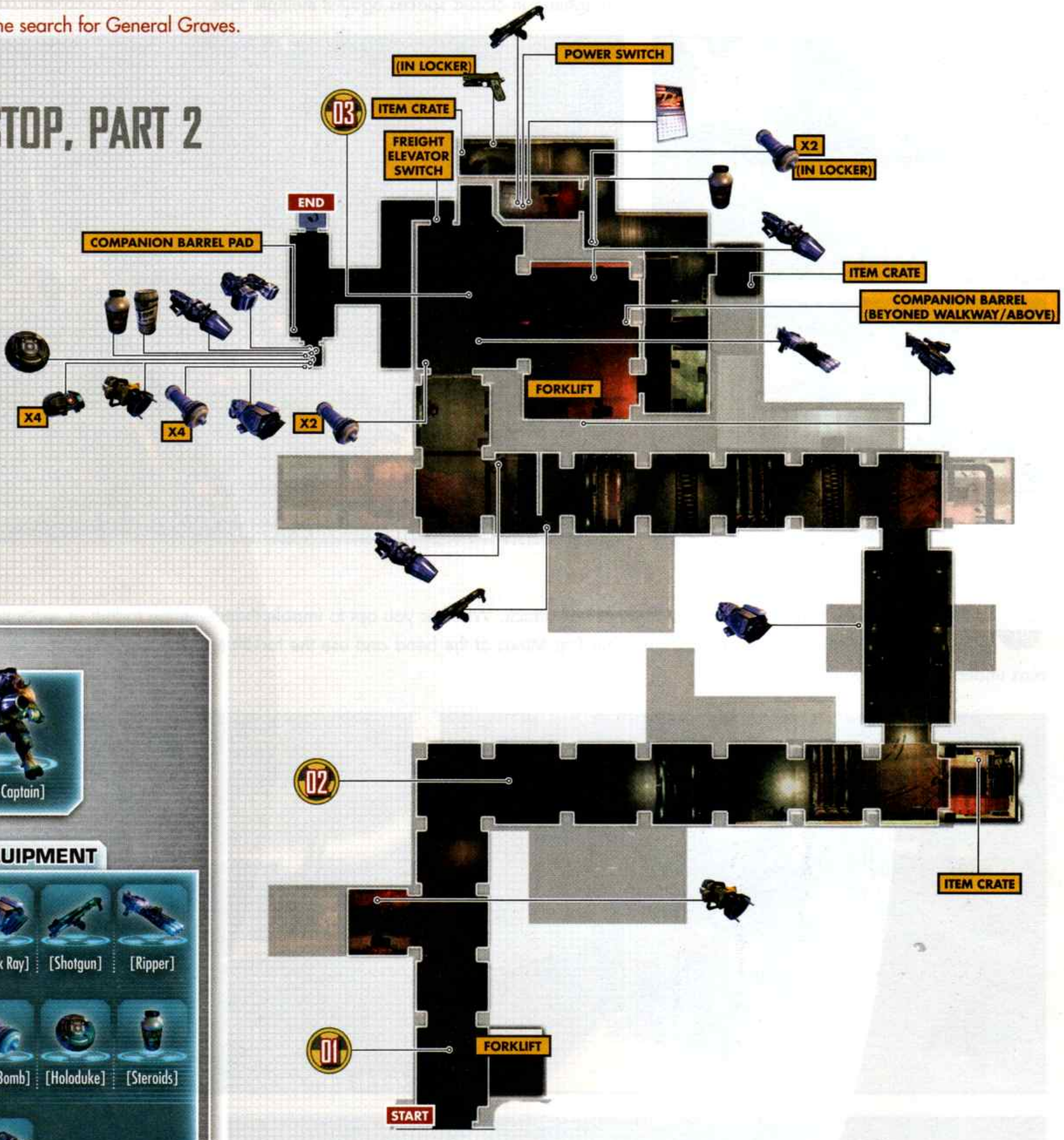
The Octaking won't catch and return any explosives you throw the way Octabrains do, so utilize them to your heart's content.

The Octaking buggers off when its health gets extremely low—think this is the last you'll see of this creature? Unlikely! The way forward can be opened by prying up a shutter gate.

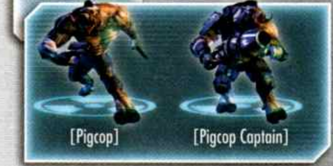
THE FORKSTOP, PART 2

OBJECTIVE: Continue the search for General Graves.

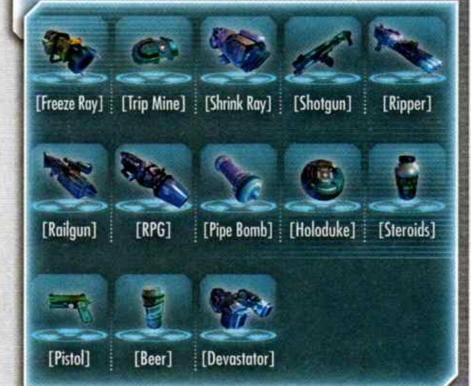
THE FORKSTOP, PART 2


(IN LOCKER)
POWER SWITCH
03
ITEM CRATE
FREIGHT ELEVATOR SWITCH
X2
(IN LOCKER)
END
COMPANION BARREL PAD
ITEM CRATE
COMPANION BARREL (BEYONED WALKWAY/ABOVE)
FORKLIFT
X4
X4
X2
02
ITEM CRATE
01
FORKLIFT
START

ENEMIES


[Pigcop]
[Pigcop Captain]

WEAPONS AND EQUIPMENT


[Freeze Ray]
[Trip Mine]
[Shrink Ray]
[Shotgun]
[Ripper]
[Railgun]
[RPG]
[Pipe Bomb]
[Holoduke]
[Steroids]
[Pistol]
[Beer]
[Devastator]

EGO BOOSTS

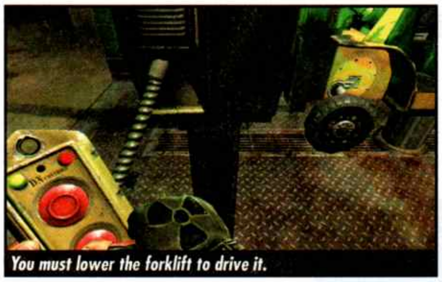
REQUIREMENT	TOTAL EGO BOOST
Look at wall calendar.	+1

TROPHIES & ACHIEVEMENTS

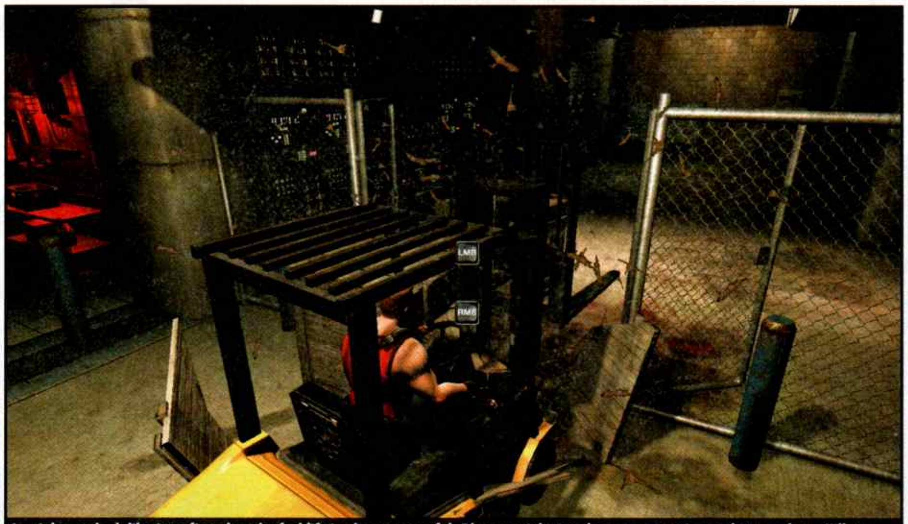
NAME	DESCRIPTION
I Need a Date	Look at every picture in the wall calendar.
Fork the Pork	Kill 6 aliens with the forklift.
Companion Barrel	Unlock the secret closet at the end of The Forkstop.

Back inside Hoover Dam, Duke discovers a large maintenance and freight area. With the forklift there's a new vehicle to park in the wheelhouse, next to the kid's RC Car and the Mighty Foot monster truck. A couple of novel Achievements and Trophies are possible here, along with a ridiculous secret supply cache! Sometimes, the cake is not a lie.

01 Right from the outset, there's an electric forklift charged up and ready to ride. First, lower it off its charge station using the control box. While driving it, the commands for "zoom" and "fire" will raise or lower the motorized palette jack on the front of the forklift. This is useful for two things: first, having the blades at chest-level turns the forklift into a great skewer for Pigcops. Second, having the blades all the way up gives Duke a great platform to stand on after parking. This allows Duke to climb to higher areas than normal! A Freeze Ray is also available shortly after mounting the forklift. The Freeze Ray is a fantastic choice when fighting in closed spaces against multiple foes.

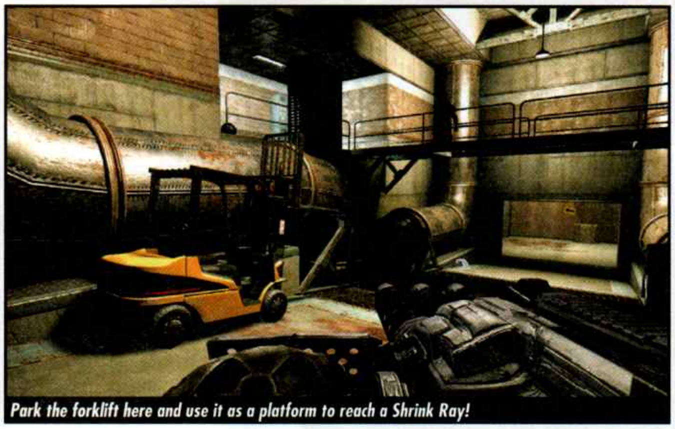


You must lower the forklift to drive it.

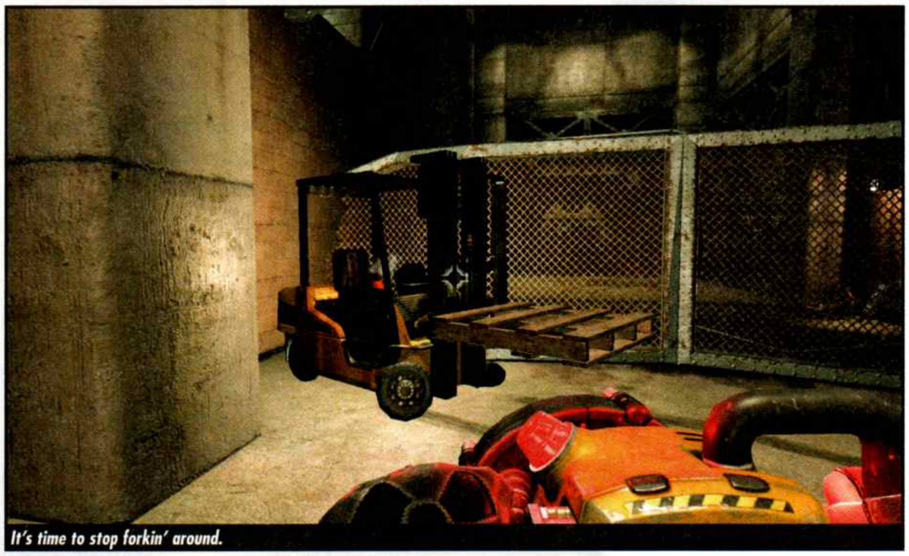


It might not look like it at first, but the forklift is plenty powerful. Plow straight into boxes or enemies to destroy them. Kill six Pigcops with the forklift for an ***Achievement*** *or* ***Trophy!***

02 After rounding the first corner, several Pigcops will attack. Whether you opt to impale them with the forklift or shoot them, watch out for their Pipe Bombs and shotgun blasts. Look for some Trip Mines at the bend and use the forklift to access a Shrink Ray located on a big pipe that runs underneath a catwalk.



Park the forklift here and use it as a platform to reach a Shrink Ray!



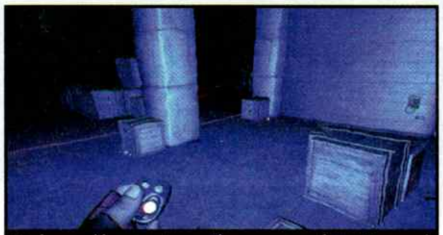
It's time to stop forkin' around.

Some Pigcops with Rippers are just around the corner from the catwalk. At the end of that hallway, a catwalk collapses near a wrecked forklift. A Pigcop with a Shotgun appears here, too. Kill the pigs, then use a forklift to jump over the upended catwalk.

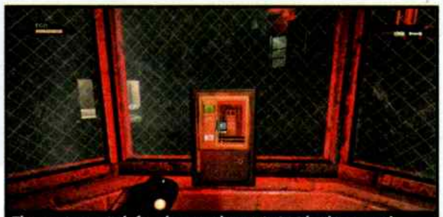
CHAPTER 18:

GENERATOR ROOM

03 The exit for this chapter is on the second floor. A freight elevator leads up there, but the power is out so it's time for some Duke Vision!



Stock up and lay some traps. There are several Trip Mines and Pipe Bombs in the area.

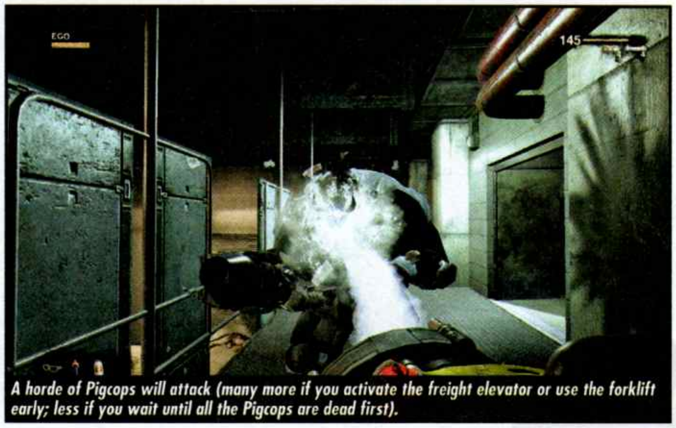


The power switch for the warehouse is inside the control office. There's also a wall calendar, which is worth an **Ego boost** if you previously missed it.

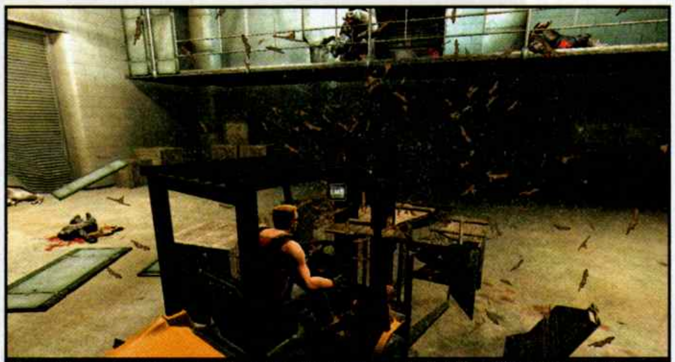
To the right (relative to the entrance) there's a forklift and a hallway leading to a control office. Inside the office is the power switch for the area. There are supplies all over the place (both outside and in the office), so stock up before flipping the switch.

Once the lights come back on, two Pigcops will enter the warehouse. A third Pigcop makes an appearance just as the shutter gives out and crushes him, effectively shutting the room off from the outside. While exiting the office hallways, a couple of Pigcops are already in the halls. Outside in the warehouse proper, Duke will encounter several waves of Pigcops, Pigcop Captains, and Enforcers from all sides. Whenever you can access the second floor beyond the freight elevator, you can move on to the next chapter by using the regular elevator.

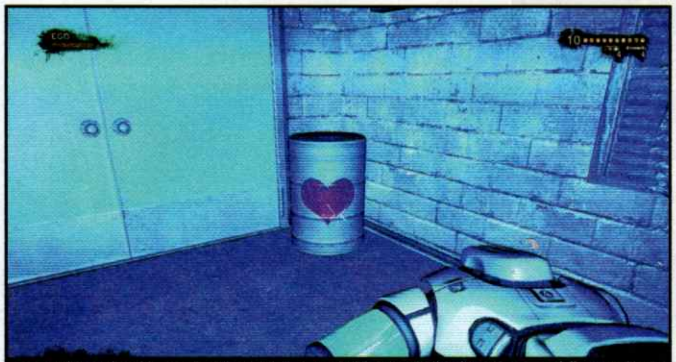
The lights are back on, so flip off Duke Vision.



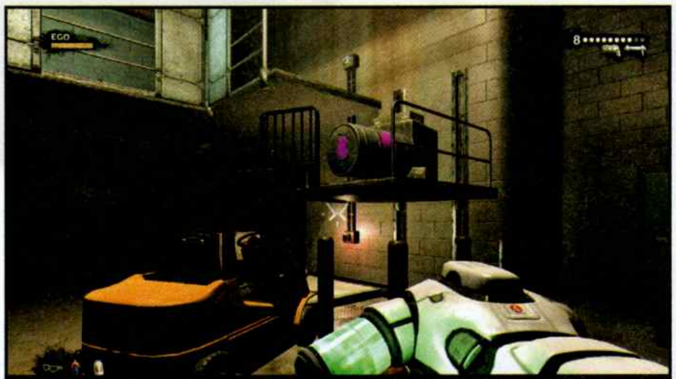
A horde of Pigcops will attack (many more if you activate the freight elevator or use the forklift early; less if you wait until all the Pigcops are dead first).



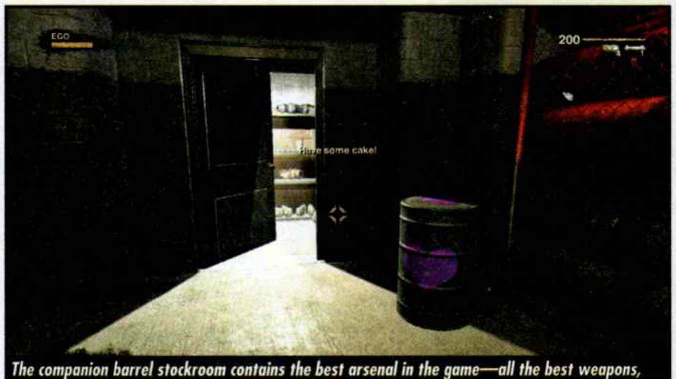
If possible, turn on the power, trigger the elevator, lower the forklift, and use it to grab the companion barrel. Next, toss the companion barrel to the other side, then drive the forklift to the freight elevator without killing all the Pigcops.



A special barrel emblazoned with a pink heart is hidden in a hall behind the second floor walkway above the door to the office area. Using the forklift's fully-raised palette jack, leap onto the walkway to find the barrel.



The freight elevator won't lower completely, so you must use the forklift as a platform. Don't forget to use it on the other side first to snag the companion barrel to toss up to this side.

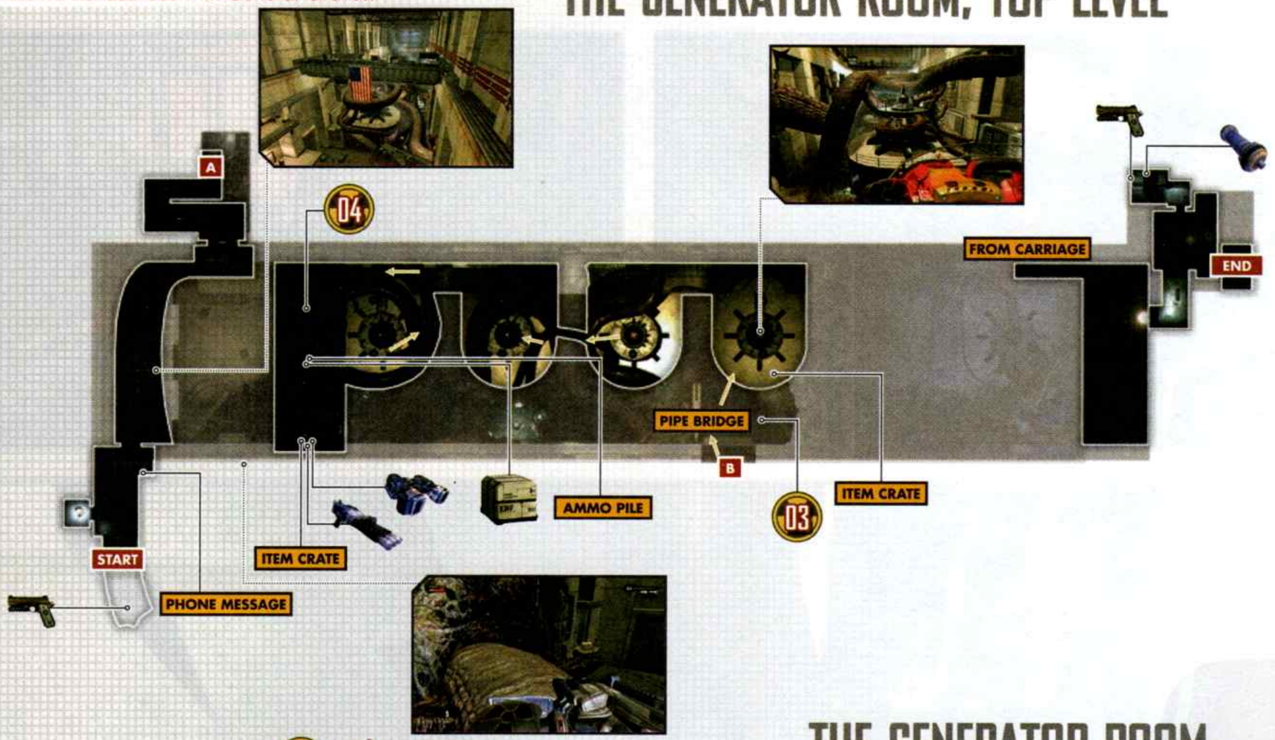


The companion barrel stockroom contains the best arsenal in the game—all the best weapons, max explosives, and each piece of equipment! Opening this special closet also unlocks an **Achievement/Trophy.**

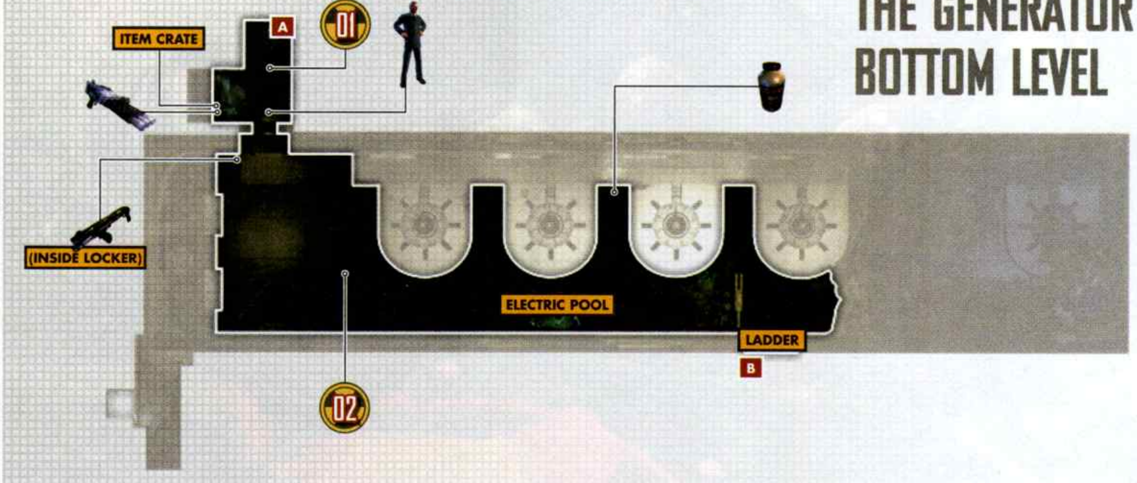
LONG LIVE THE KING

OBJECTIVE: Rendezvous with General Graves.

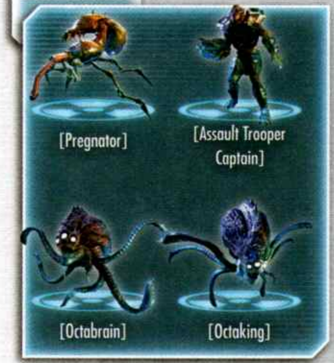
THE GENERATOR ROOM, TOP LEVEL


A
04
FROM CARRIAGE
END
PIPE BRIDGE
B
AMMO PILE
ITEM CRATE
03
START
ITEM CRATE
PHONE MESSAGE

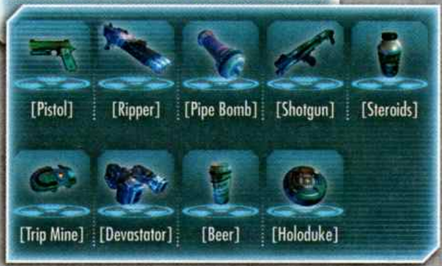
THE GENERATOR ROOM, BOTTOM LEVEL


ITEM CRATE
A
01
(INSIDE LOCKER)
ELECTRIC POOL
LADDER
B
02

ENEMIES


[Pregnator]
[Assault Trooper Captain]
[Octabrain]
[Octaking]

WEAPONS AND EQUIPMENT


[Pistol]
[Ripper]
[Pipe Bomb]
[Shotgun]
[Steroids]
[Trip Mine]
[Devastator]
[Beer]
[Holoduke]

EGO BOOSTS

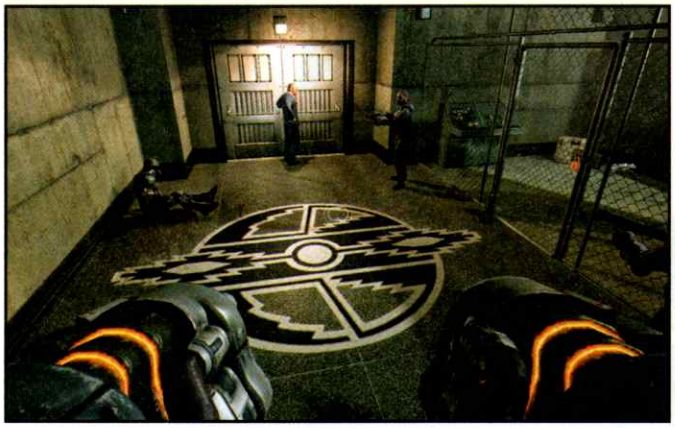
REQUIREMENT	TOTAL EGO BOOST
Kill Octaking.	+3
Admire self in mirror.	+1
Urinate.	+1

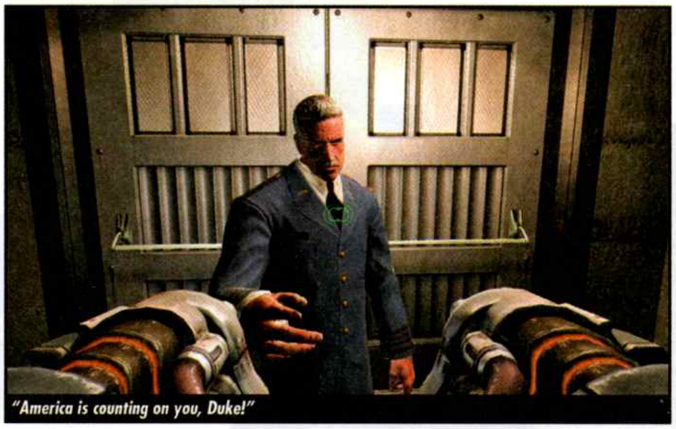
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Call Waiting	Find all phone messages.
Octacide	Defeat the Octaking.

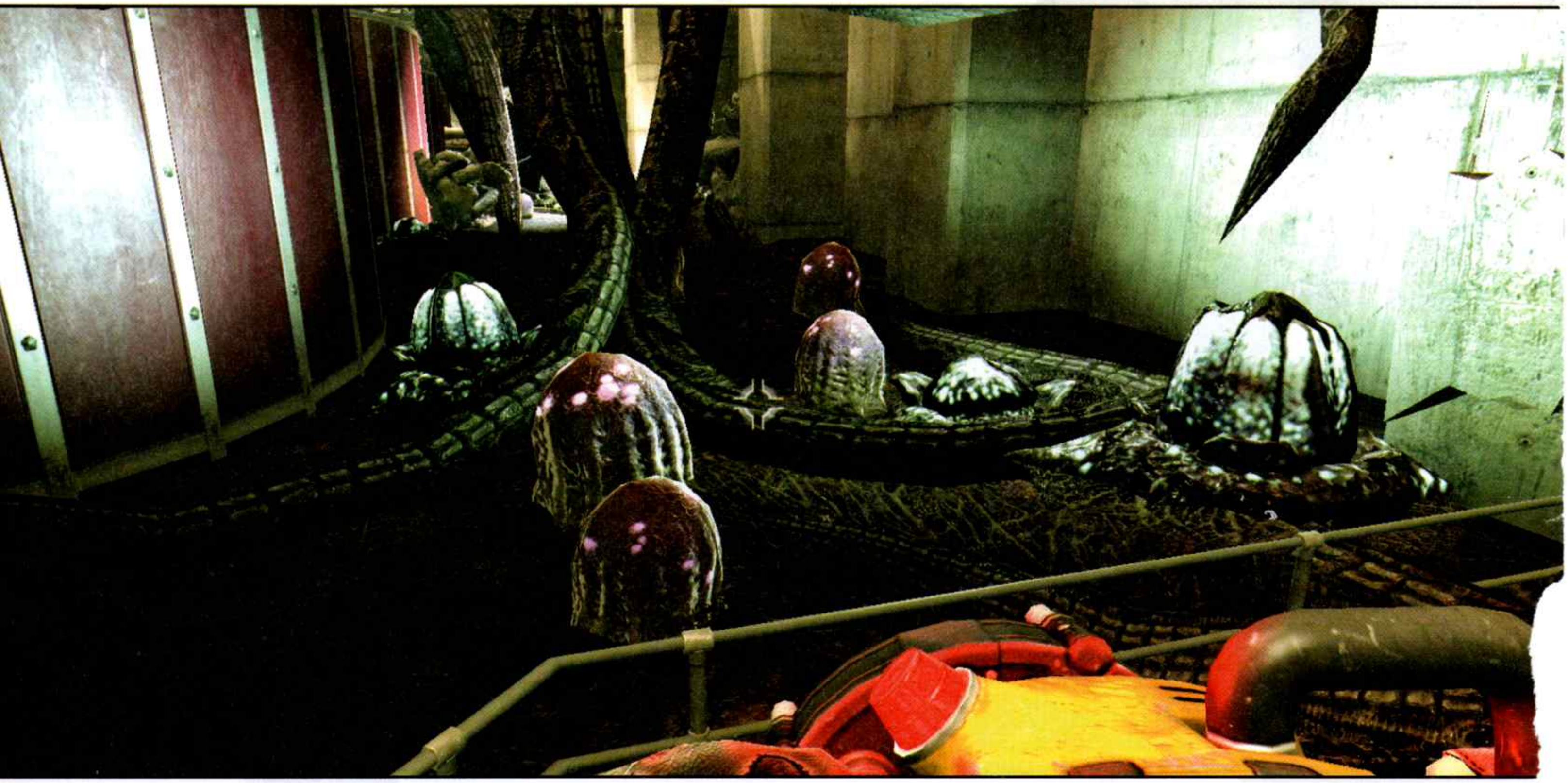
Duke has finally made it to the generator room, where General Graves awaits. Hopefully, he has a plan to somehow destroy the alien wormhole.

01 Don't miss a phone message near the beginning. After crossing the threshold of the top level, proceed downstairs and find General Graves and his men. Graves reports that his engineers have determined that shutting down the dam's power production will also shut off the alien wormhole. However, EDF forces haven't been able to push past the infestation to make this happen. Duke must press on and succeed where the General's men have failed thus far.



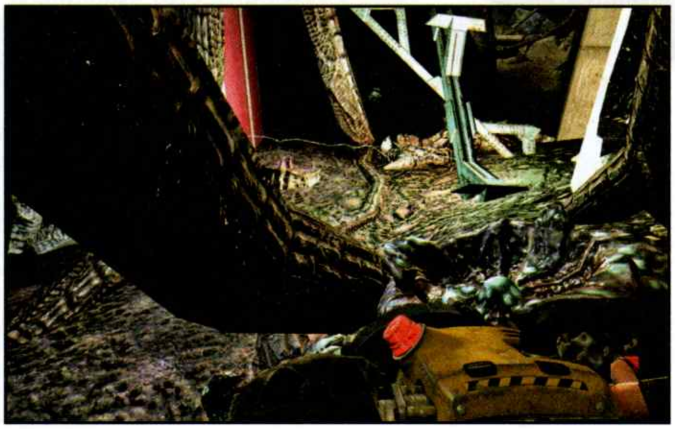


"America is counting on you, Duke!"

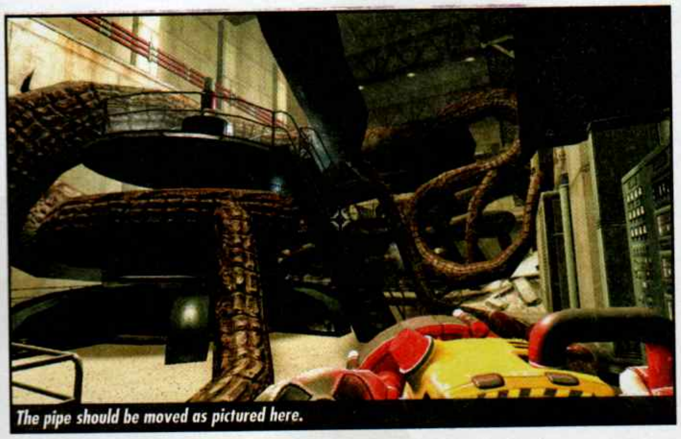


02 Just past the General, Duke will enter the main chamber of the generator room. This area is literally overgrown with alien egg sacs, egg pods, and hideous tentacle growths. You must cross the bottom level and find a ladder on the other side to move forward.

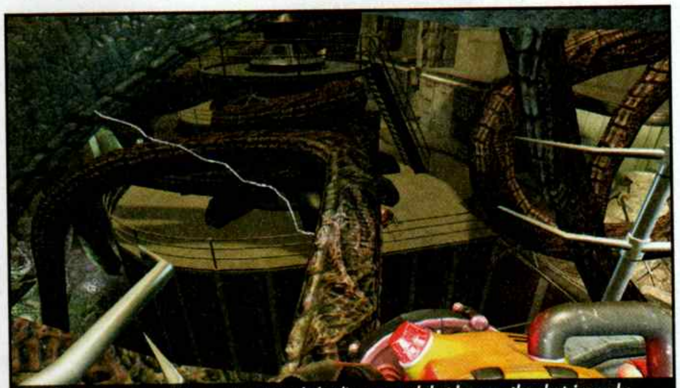
In the center of the bottom section, an electric current is passing through but you can flank slightly to the right of the electricity by bashing through egg sacs. At the end of the run, there's a ladder leading up on the right.



03 Dismount the ladder to return to the top level. Use the control box to maneuver the hanging pipes up and to the right, then leap across to the pipes to the generator side. The first generator is relatively untouched, but it also doesn't lead anywhere. You must move to the next generator, upon which the alien tentacle growths have encroached. Climb the stairs to the top of this generator and notice that a lone portion of the railing is broken. Drop off the edge and land on a tentacle to walk across to the next generator.

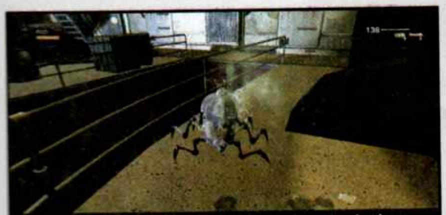


The pipe should be moved as pictured here.

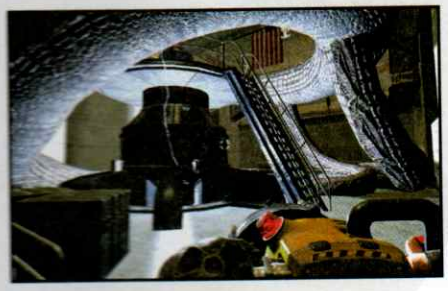


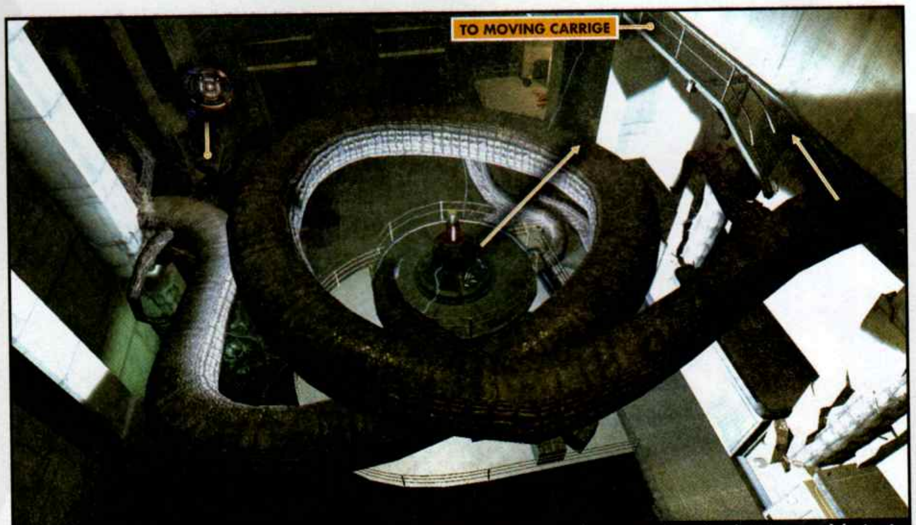
Climb this generator and hop onto a tentacle leading onward, but beware the electric sparks along the way.

After stepping off the tentacle back down next to the third generator, several Pregnators will attack. Kill them or ignore them; either way, your goal is to proceed to the fourth generator. At the top of the generator, leap onto the tentacles and use them to reach a catwalk on the wall above the fourth generator. Before you go that way, though, take a detour along the length of the tentacle in the other direction to find an Item Crate holding a Holoduke. When you're ready, follow the tentacle up to the catwalk and walk past the old man at the top of the generator room to the carriage.



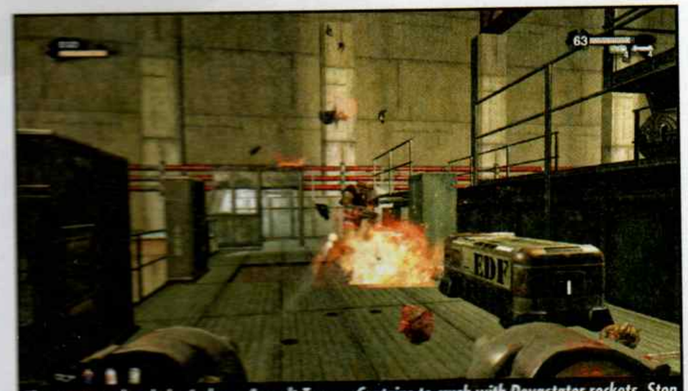
Perhaps the best weapon against Pregnators (and other small foes) is the Freeze Ray, because it freezes them solid almost instantly.



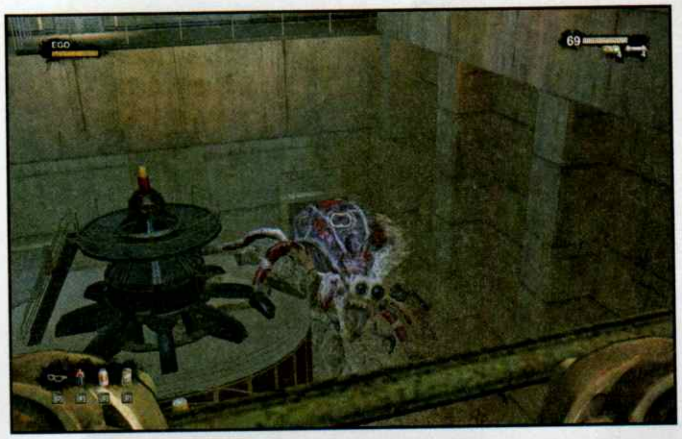


Climb this generator's stairs and jump onto the tentacles just above the railing. As always, watch out for electric arcs and don't miss the Holoduke!

04 Once on the motorized carriage, the old man will start moving it across to the other side. At about this time, a swarm of Assault Trooper Captains will attack! They're not much of a match for Duke Nukem and a Devastator with infinite ammo, though, and one way or another, that's what you'll have here. Whether it's from the Devastator in the companion barrel room, or the one in this area. Don't break too much of a sweat while fighting the captains, though, as they're just a warm-up. Behold, the return of the Octaking!

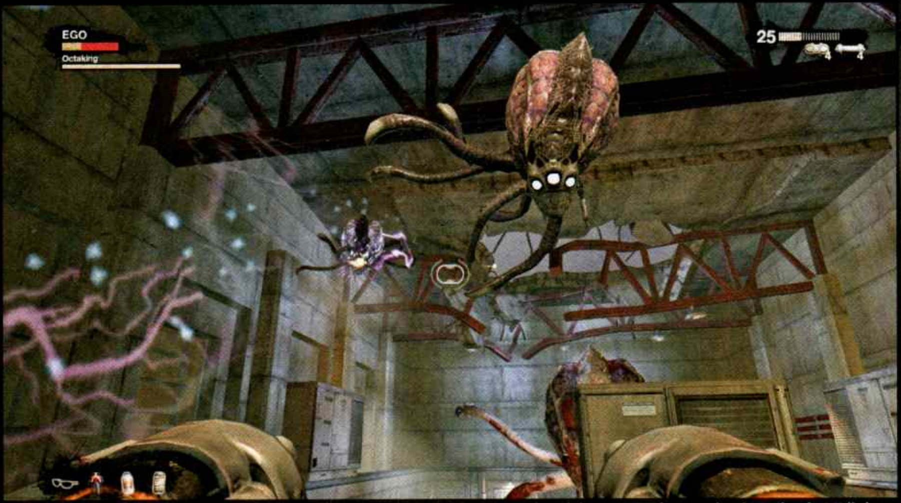


There are nearly a baker's dozen Assault Trooper Captains to crush with Devastator rockets. Stop by the Ammo Crate to refill rockets as needed.



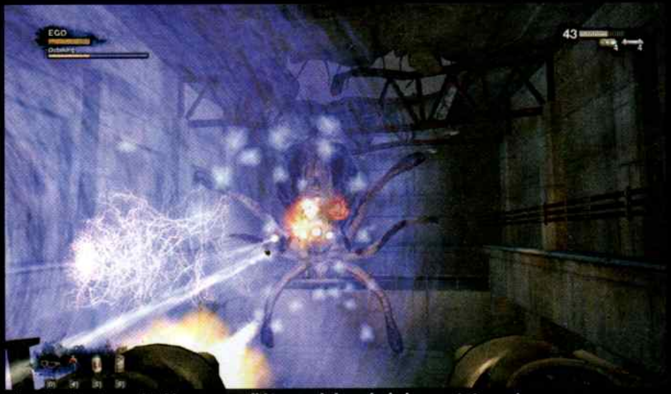
OCTAKING

The Octaking was just being gentle the first time. Now that Duke's used to him, he's gonna get rough! At first, this boss just summons multiple Octabrains to fight for him. Quickly eliminate them using the Devastator and the Ammo Crate, or another weapon of choice. Note that Octabrains can't catch and return Devastator rockets!

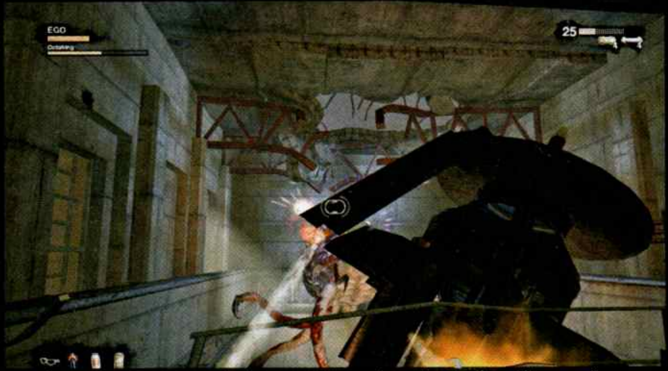


Fire at the Octabrains at the start. The Octaking won't attack until he takes a bit of damage, so don't make things harder! Kill the minions before turning the Devastator on the king.

When the Octaking loses about 20% of its health, it starts unloading psychic blasts of energy. When the beast starts tossing objects, utilize the objects along the railing for brief cover, but remember that the Octaking's psychic blasts can still cause damage to Duke. Rely on lateral movement while on the carriage to avoid attacks as necessary.

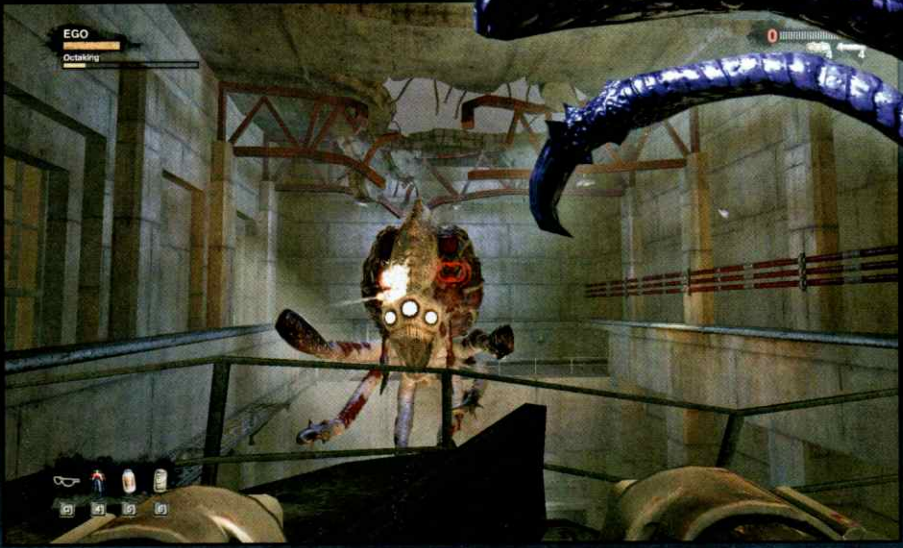


The Octaking's psychic blasts are still huge and the splash damage is insane!

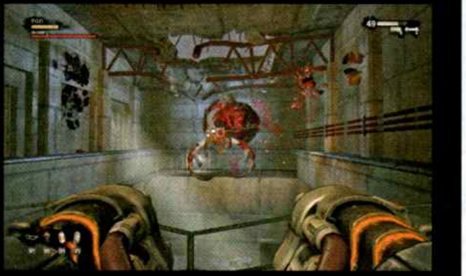


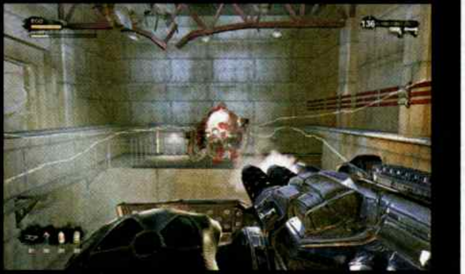
Yes, that's an entire generator hurtling toward the carriage. The Octaking will eventually toss huge objects to destroy the cover around the carriage.

The Octaking employs a new attack, too. The slimy beast will open its mouth wide and release several rockets in quick succession! Perhaps some of the Devastator rockets puncturing its hide aren't detonating, giving the Octaking a chance to return them to Duke. Now that's ingenuity.



When the Octaking's health bar is depleted, the beast collapses to the far deck with a missing brain lobe and a darkened eye. These grave injuries have robbed the Octaking of its powers of locomotion, but it retains some of its psychic faculties—the beast will haul in the carriage toward him! If it gets pulled far enough, the beast will explode and take Duke with him. Surviving is simple: unload everything in your arsenal on the Octaking to kill him for good!





After the fight, the old man running the carriage will open the stairs from which Duke entered, allowing access to the level exit.

There's a bathroom in here in case you need to freshen up with **Ego boosts**. When you're ready to move on, plunge into stagnant water underneath the broken elevators in the elevator shaft.

HARDER DIFFICULTY SETTINGS

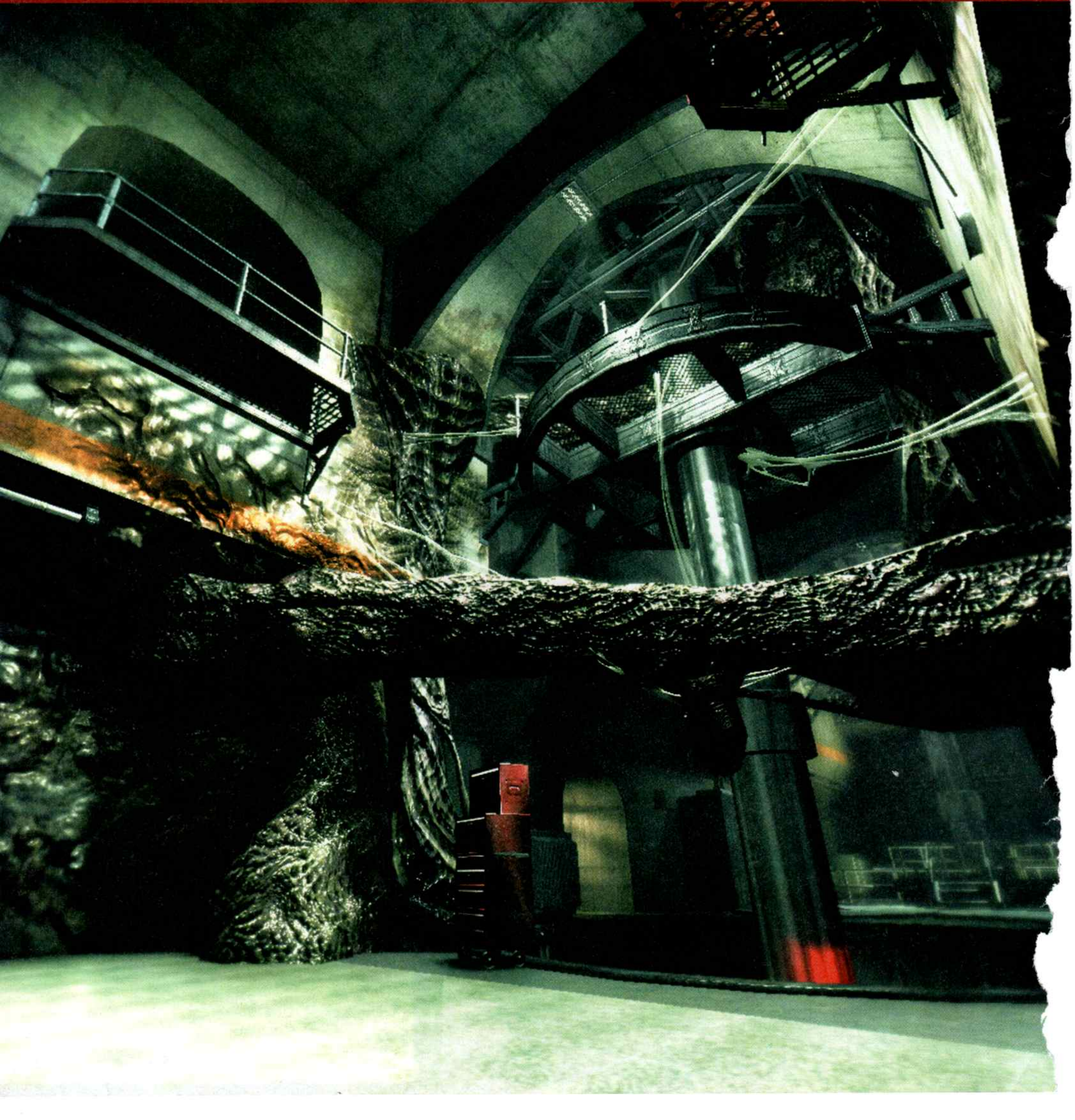
On "Come Get Some" or "Damn, I'm Good," this boss fight ranks up there as arguably one of the game's most challenging. There's a very good reason this chapter contains a Holoduke right before the carriage and a Beer on the carriage itself—you'll need them!

The first priority is to kill all the Octabrain minions right away. Although that's true on easier difficulties, it's a much taller order on harder ones. Psychic blasts just produce too much splash damage and are too difficult to avoid in groups—strafing back and forth to avoid one psychic blast may just cause others to hit. The splash damage alone from three or four Octabrains is virtually impossible to avoid. In addition, it's takes more to defeat the foes.

Here's where the supplies come in. When the Octabrains attack, activate the Holoduke on one edge of the carriage, then sprint to the EDF Ammo Crate. Unload on the Octabrains while they pepper the hologram. Stay away from the Holoduke, since the psychic blast splash damage will still hurt the real Duke. If the Holoduke runs out and there are still Octabrains in the area, then down the Beer. Taking even two psychic blasts back-to-back will probably result in Duke's death. When just the Octaking remains, the battle is more or less the same as the other difficulty settings, although the Octaking will withstand more punishment.

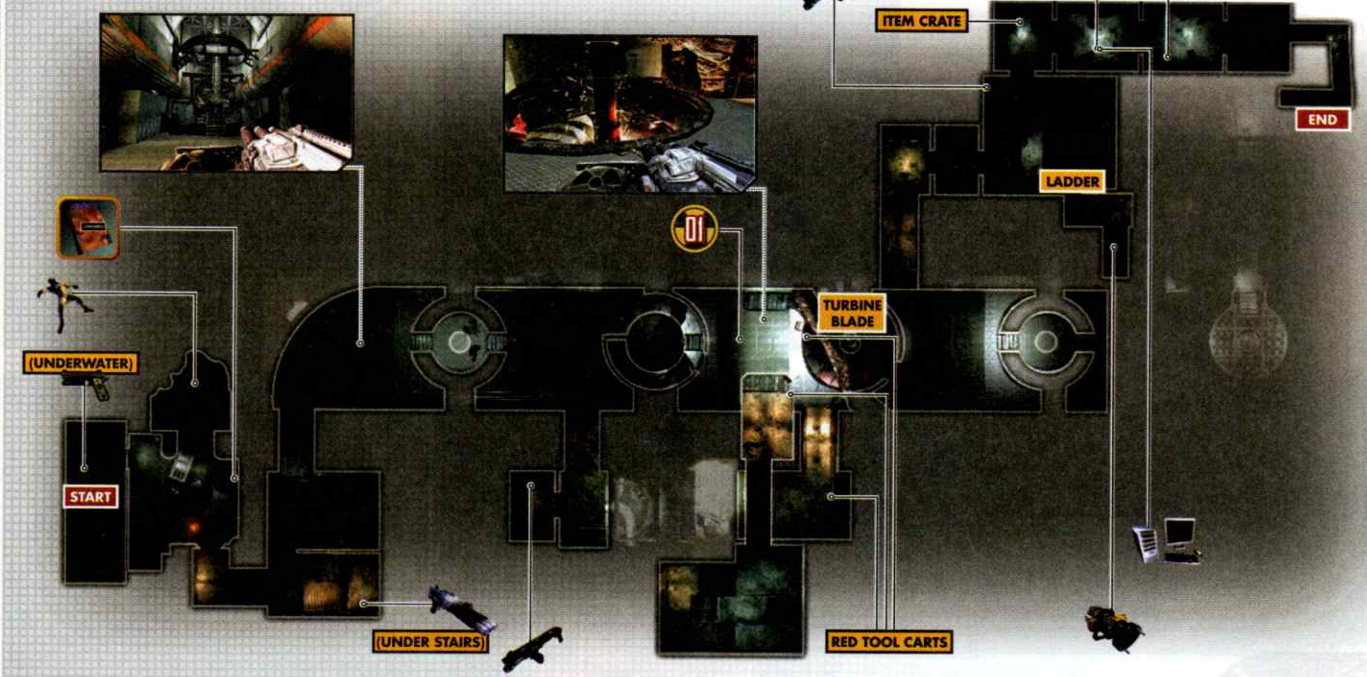
CHAPTER 19:

UNDERGROUND



UNDERGROUND, PART 1

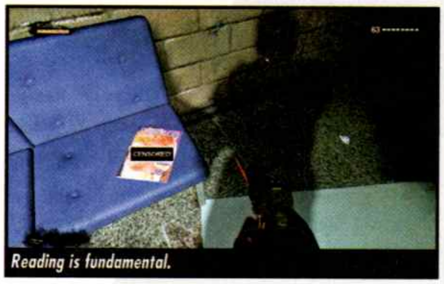
OBJECTIVE: Search for a way to power down the dam.

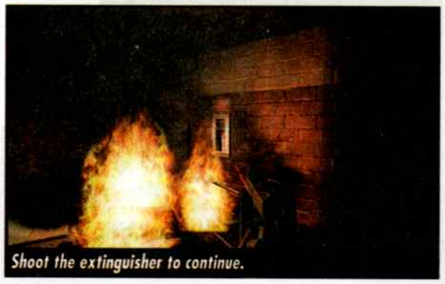


UNDERGROUND, PART 1

Duke has met General Graves and the shadow of a plan is in place. The President is off somewhere being useless; he's either lost his mind (bad), or is engaging in direct collusion with the Cycloid Emperor (worse!). Duke's mission is to plunge further into the dam and find a way to shut down the power. At the end of the generator room, Duke falls down an out-of-service elevator shaft into a watery abyss.

01 Duke emerges from the water on the turbine level underneath the generators. On the couch in the first room is a copy of Funbags magazine, good for an **Ego boost** if you missed it before. (Duke reads it for the articles.) Speaking of Ego boosts, there are some wall boobs (yes, wall boobs) behind the corpse piñata. A small fire blocks the way forward, so just shoot the fire extinguisher to subdue the flames.


Reading is fundamental.


Shoot the extinguisher to continue.

ENEMIES

[Octababy]

WEAPONS AND EQUIPMENT

[Pistol] [Pipe Bomb] [Railgun]
[Ripper] [Shotgun] [Freeze Ray]

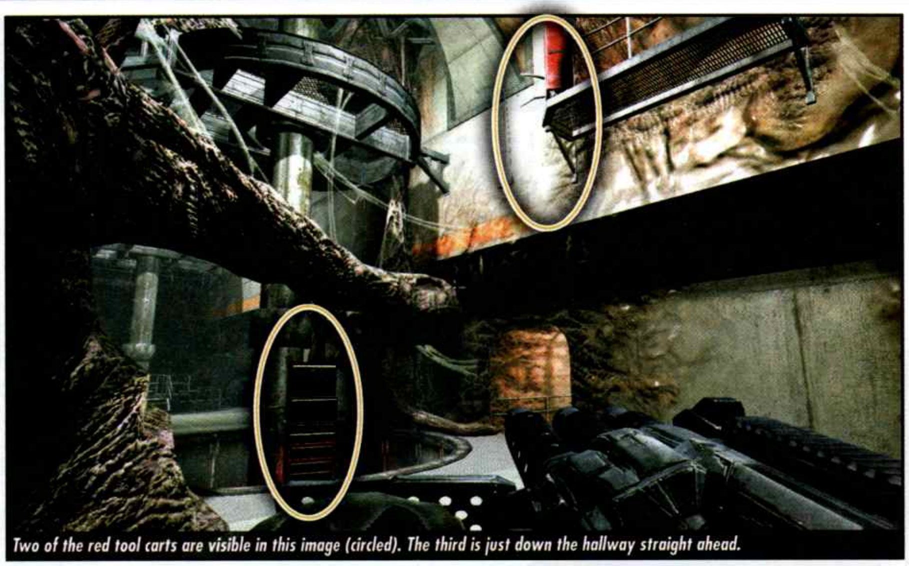
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Read Funbags magazine.	+1
Slap wall boobs.	+1
Look at picture on computer.	+1
Throw paper airplane.	+1

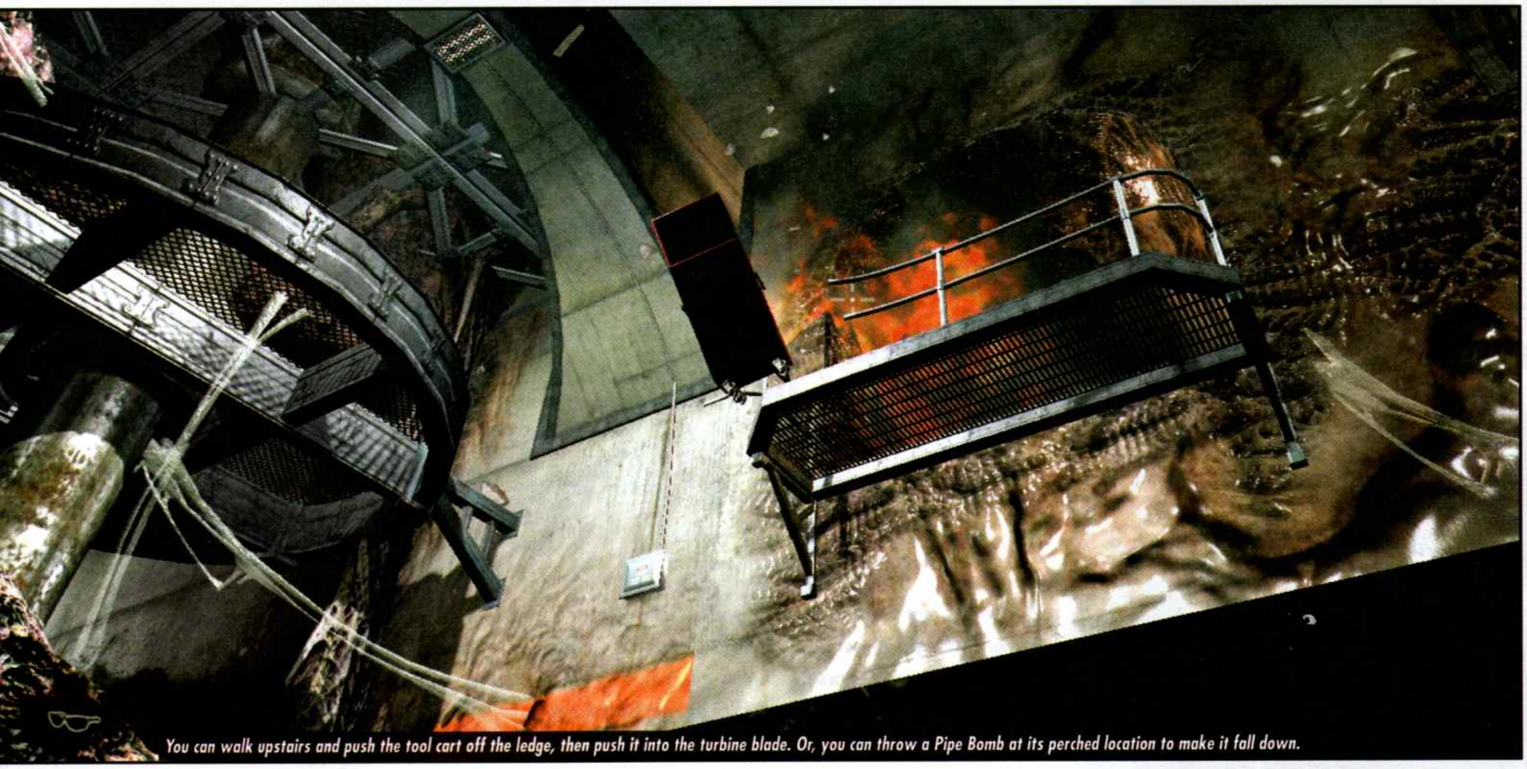
TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Drawrings	Draw on whiteboard.

Penetrate a short distance into the area and locate the turbine powering a fierce-looking fan. As Duke approaches, a Pregnator hatches from an upside-down Egg Pod and falls straight into the blades. The turbine can be stopped by pushing three steel toolboxes into it (look for the red ones). Two of them are on the same level as the turbine, while the third requires traipsing upstairs, so you can push it off the ledge.

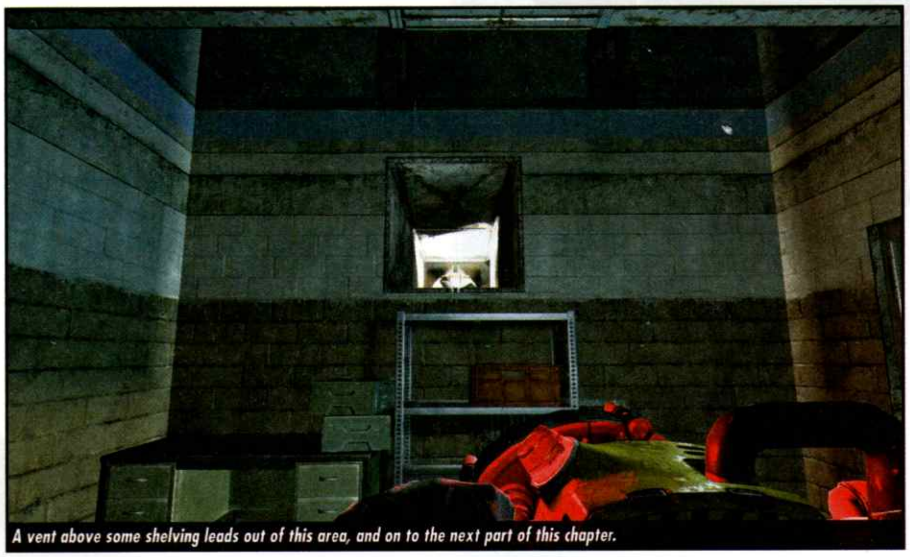


Two of the red tool carts are visible in this image (circled). The third is just down the hallway straight ahead.



You can walk upstairs and push the tool cart off the ledge, then push it into the turbine blade. Or, you can throw a Pipe Bomb at its perched location to make it fall down.

Snag a Freeze Ray from atop a ladder in the stairwell room if you want (this is the only instance of an enemy attack during this section). Also note that the final room contains a whiteboard, paper airplanes, and computers with pictures on them. If you've missed the attendant **Ego boosts** and **Achievements/ Trophies**, now's the time to get them.

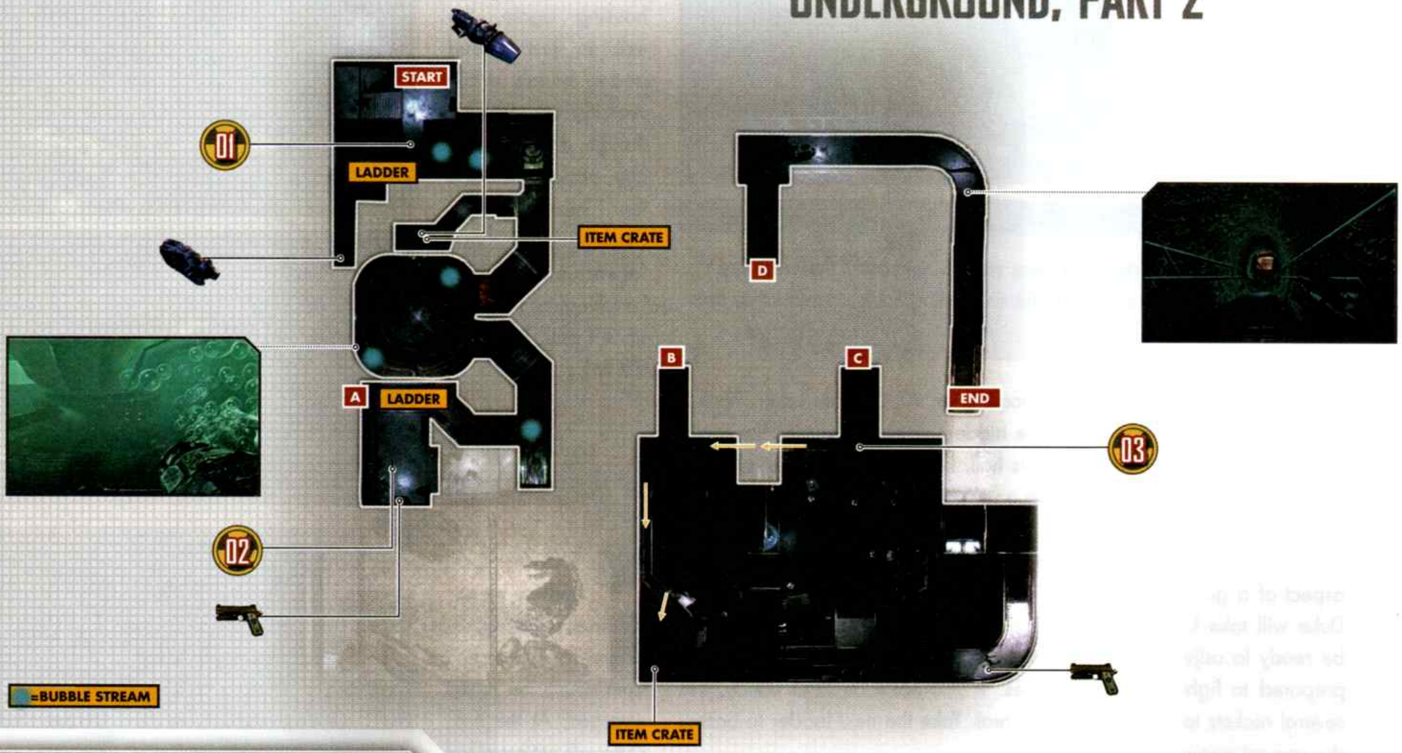


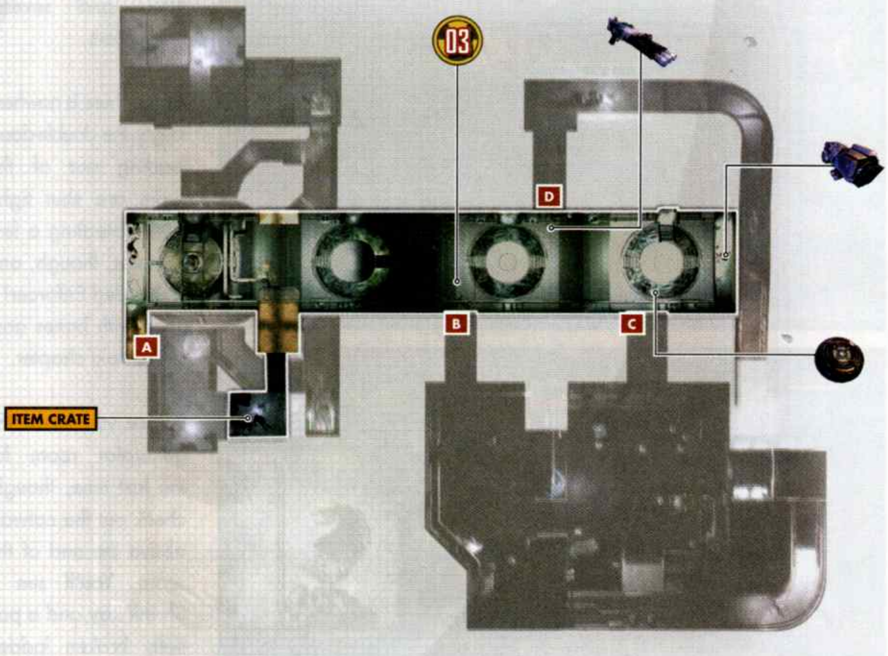
A vent above some shelving leads out of this area, and on to the next part of this chapter.

UNDERGROUND, PART 2

OBJECTIVE: Continue deeper into the dam, searching for a way to disrupt power.

UNDERGROUND, PART 2


START
01
LADDER
ITEM CRATE
D
B
C
END
A
LADDER
03
02
ITEM CRATE
=BUBBLE STREAM


03
D
A
B
C
ITEM CRATE

ENEMIES

[Pigcop]
[Pregnator]
[Pigcop Captain]
[Enforcer]

WEAPONS AND EQUIPMENT

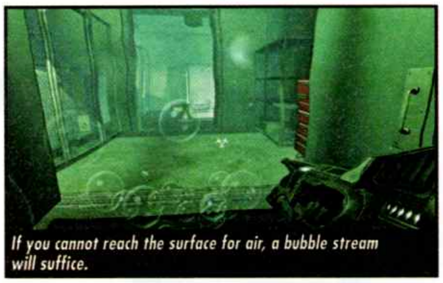
[AT Captain Laser]
[RPG]
[Pipe Bomb]
[Pistol]
[Steroids]
[Trip Mine]
[Ripper]
[Holoduke]
[Shrink Ray]

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
I Need a Towel	Get hit by 10 Pregnator bombs.

Down he goes, further along the dam's massive infrastructure. Descending in the dam also means plunging below the water line, so be prepared for more watery environments.

01 There hasn't been much swimming yet, but that's about to change. Duke must stay underwater for sustained periods of time from this point forward. This is possible because of bubble streams. When near a bubble stream, Duke's air supply will replenish.

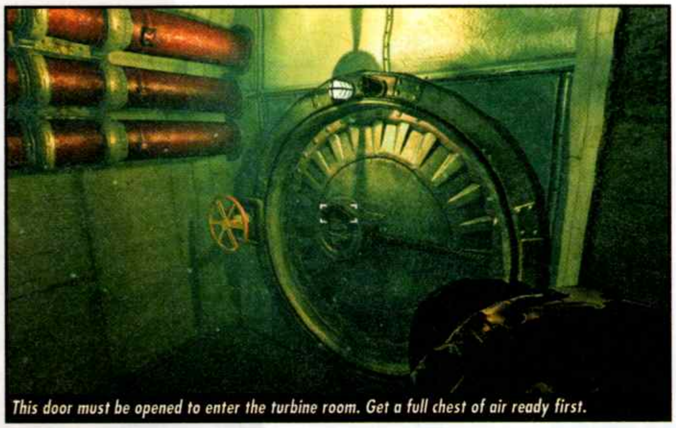

If you cannot reach the surface for air, a bubble stream will suffice.

FREEZE-FRAME!

Most weapons are unaffected underwater, with the exception of the Freeze Ray. Although you can shoot it underwater, the end result is that it will freeze Duke and not your intended target!

Climb the ladder at the start to acquire an AT Captain Laser. Further along, an RPG and Pipe Bomb are hidden along a diversionary route. There's no bubble stream down this hall, but there is a pocket of air to use; just surface above the console on which the RPG sits.

Past an airlock door that needs to be opened, you'll find the underwater aspect of a great turbine. Don't swim close to the spinning blades, or Duke will take heavy damage. The water in this area is turbulent, so be ready to adjust. Swim around the room to the other tunnel, but be prepared to fight some Octababies. If you have an RPG handy, use several rockets to clear away the threat. Take the next ladder to access dry ground again.


This door must be opened to enter the turbine room. Get a full chest of air ready first.

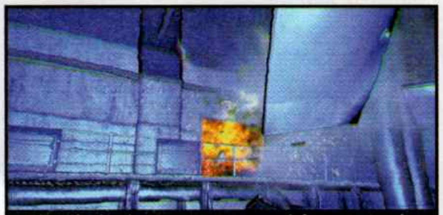
Octababies attack at the far side of the turbine room.

02 Duke will spot an old friend through the window shortly after surfacing. Stick around a moment after the enemy leaves to hear what an old man in a porta-potty has to say about all this.

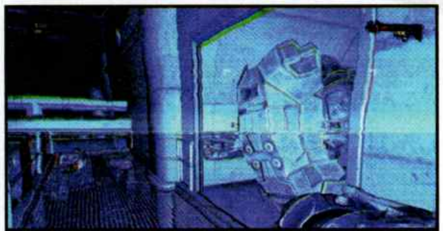
Inside the turbine housing again, the exit is just ahead and to the left. While crossing the turbines, though, an errant Pigcop rocket destroys the next turbine, blocking the way forward, while also knocking out the power. It's time for Duke Vision!

The Cycloid Emperor! He's here!

03 The destroyed turbine means it's time for a detour down the very hall from which the rocket emerged. At the end, Duke will get assaulted by a shotgun-packing Pigcop, a Pigcop Captain sporting an RPG, and several Pregnators.


You can plunder the Pigcop Captain's perch for an RPG and an Item Crate. Simply jump onto the pipes running along the room (refer to the map).

At first, there is nowhere to go; the double-doors leading out of the room are shut tight. After defeating a few enemies, though, another Pigcop will smash down the door followed by a shielded Enforcer! Fight past these foes, then advance along a hallway filled with boxes and two explosive barrels to find the stairwell leading to the next chapter.


After killing some combination of three or four Pigcops and Pregnators, a shielded Enforcer will crash the party!

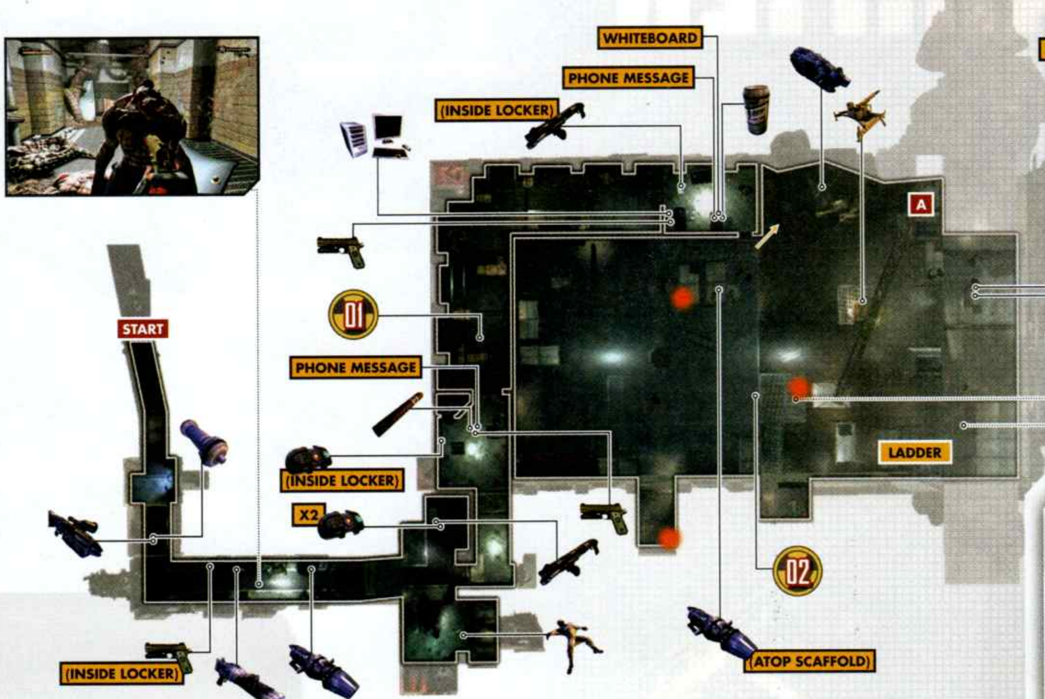
Before you leave the generator room for the last time, though, check out the catwalk above the end of the room. You'll see a Shrink Ray and a partially broken ladder. Grab those explosive barrels mentioned previously, stack them to create a ledge, then jump onto the ladder!

CHAPTER 20:

THE CLARIFIER

THE CLARIFIER, PART 1

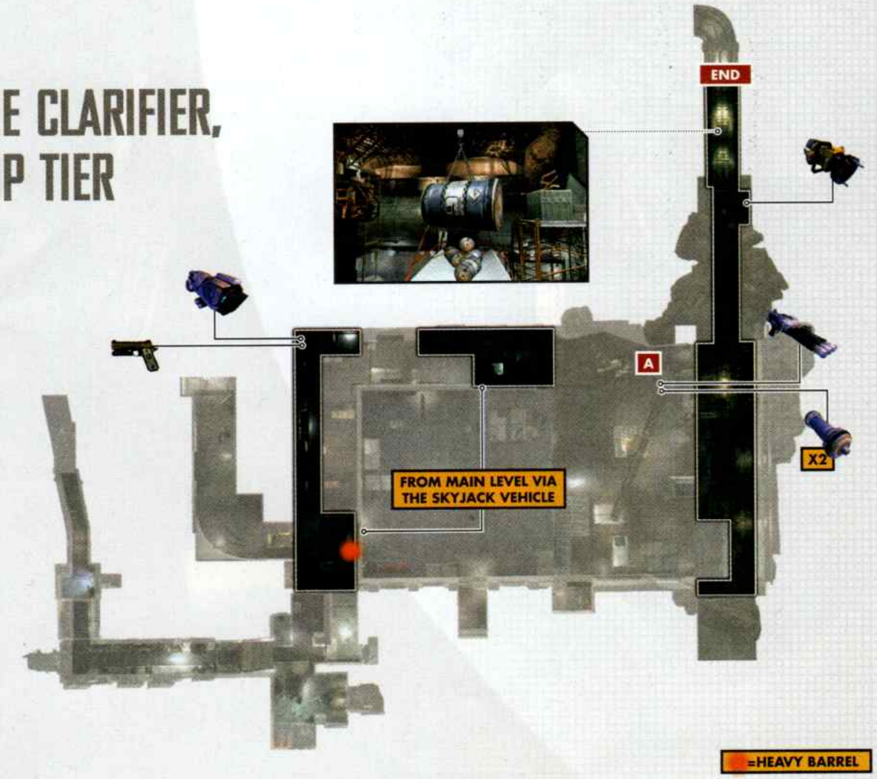
OBJECTIVE: Continue searching for a way to disrupt power.


WHITEBOARD
PHONE MESSAGE
(INSIDE LOCKER)
A
START
01
PHONE MESSAGE
(INSIDE LOCKER)
X2
LADDER
02
(ATOP SCAFFOLD)
(INSIDE LOCKER)

ITEM CRATE
X4

THE CLARIFIER, MAIN LEVEL

THE CLARIFIER, TOP TIER


END
A
X2
FROM MAIN LEVEL VIA THE SKYJACK VEHICLE
=HEAVY BARREL

ENEMIES

[Pigcop]
[Pigcop Captain]
[Enforcer]
[Assault Commander]

WEAPONS AND EQUIPMENT

[Railgun]
[Pipe Bomb]
[Ripper]
[RPG]
[Shotgun]
[Trip Mine]
[Holoduke]
[Pistol]
[Beer]
[Steroids]
[AT Captain Laser]
[Shrink Ray]
[Freeze Ray]
[Enforcer Gun]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Smoke cigar.	+1

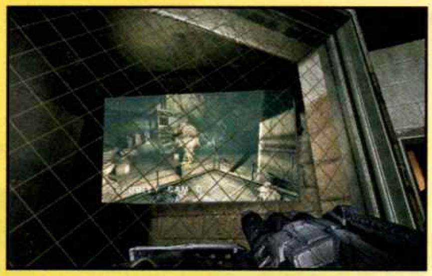
TROPHIES & ACHIEVEMENTS

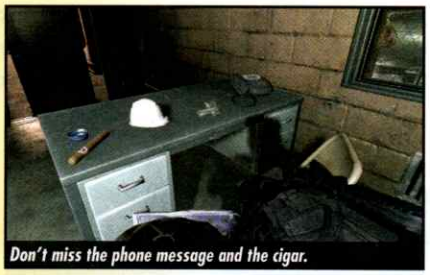
NAME	DESCRIPTION
Call Waiting	Listen to all phone messages.
Drawrings	Draw on whiteboard.

Some of the immense workspaces used in the construction of the dam remain relatively untouched since the dam's completion. After emerging from Pigcop-engineered detours in the underground guts of the generator, you'll have to explore these areas for some sort of solution to the problem—General Graves sent men ahead before Duke to find a way to interrupt the dam's power production...perhaps some EDF forces are still around, trying to complete their mission?

01 A couple of berserk Pigcops make an appearance in the first few halls. There are also several supplies and weapons to acquire. At the small office, notice a security camera feed—it looks like the Cycloid Emperor is taking an active role in exterminating human presence in the dam.

EGO, ANYONE?

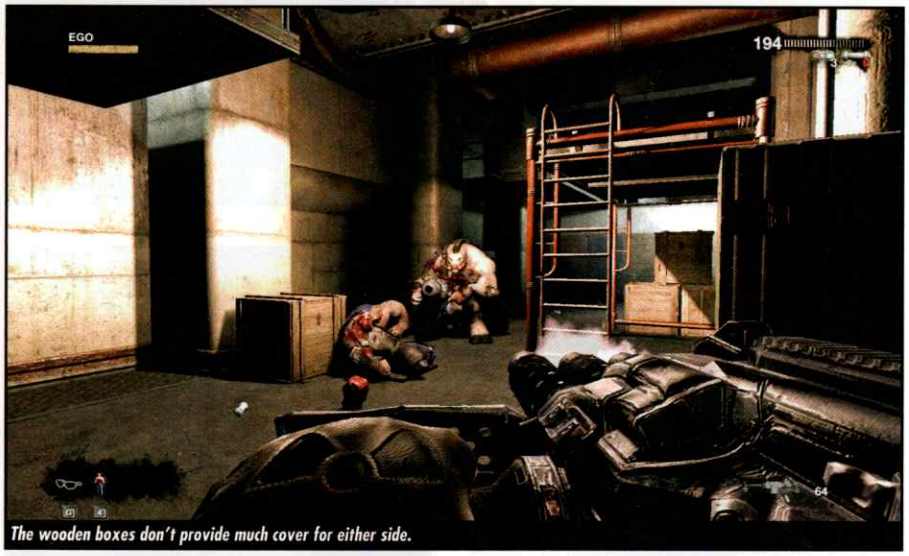




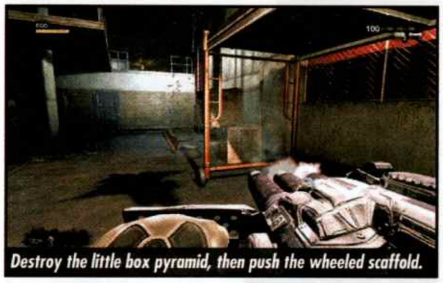
Don't miss the phone message and the cigar.

Check out the desk in this office for an Ego-boosting cigar, as well as a phone message that goes toward the "Call Waiting" Achievement/Trophy.

The way out of the office is blocked by breakable boxes. Crush the boxes and enter the next corridor, but watch out for an armed Pigcop attack. Around the bend, you'll find a Pigcop Captain, an Enforcer, and a Ripper-toting Pigcop. Try to get up to where the Ripper-toting Pigcop is stationed. To do so, destroy the crates blocking the transit of the wheeled scaffold, then push it closer to the next level. When it's in position, simply climb the ladder onto the scaffold and then jump.

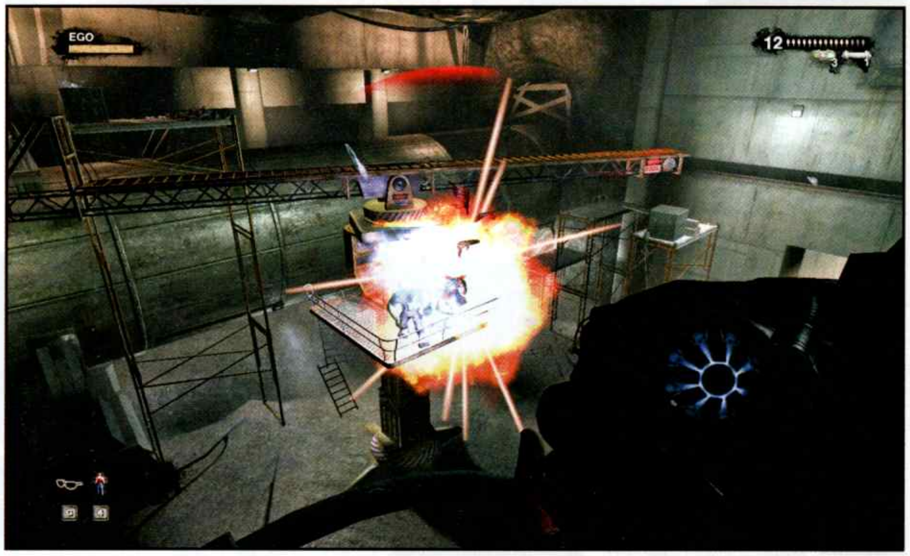


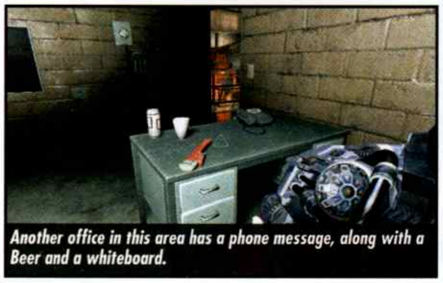
The wooden boxes don't provide much cover for either side.



Destroy the little box pyramid, then push the wheeled scaffold.

From up high, Duke has a great view of the entire area—a quarry construction area and the adjacent work area that supports it. A Pigcop is manning the crane's control deck. After defeating this porky foe, some nearby barrels will explode, crippling the crane in the process.



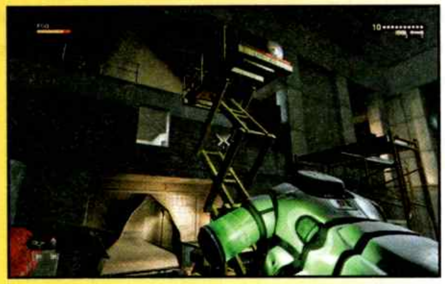


Another office in this area has a phone message, along with a Beer and a whiteboard.

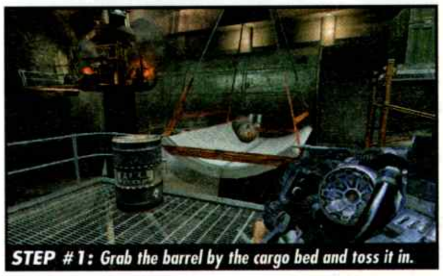
02 The crane's cargo bed must be loaded with four heavy barrels to weigh down the arm enough so that you can use it to reach the area across the way.

The first heavy barrel is next to the cargo bed. Soon after, a worker smashes through the far wall while driving a skyjack vehicle in a desperate, doomed bid to escape some incoming Pigcops. These grotesque foes will spill into the area from the hole the doomed skyjack driver made. Defeat the Pigcops first, then focus on the skyjack.

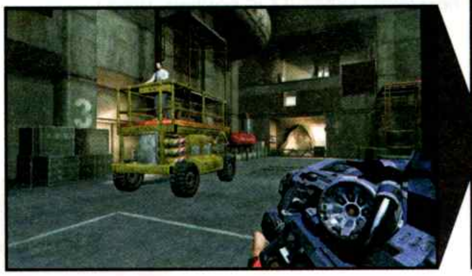
THE SKYJACK

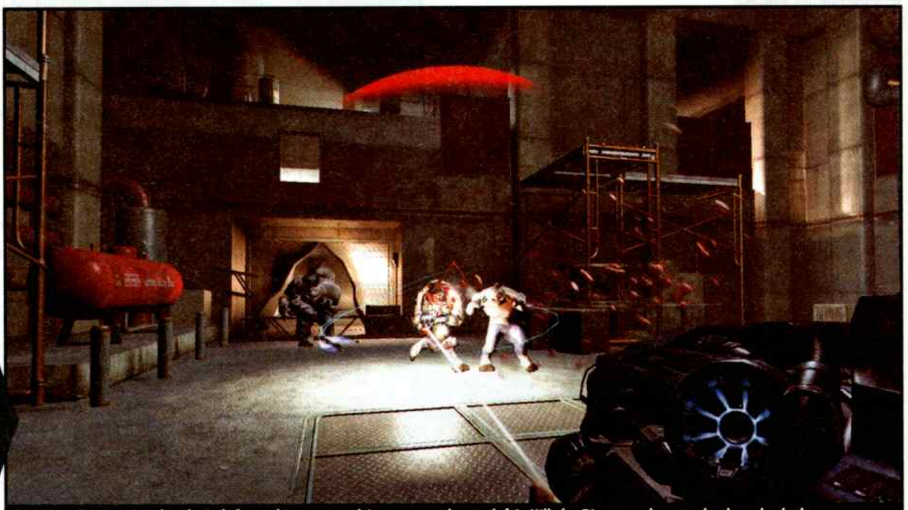


The Skyjack's carriage can be raised or lowered by pressing the "fire" and "zoom" commands. This allows you to reach much higher heights than normal. If you fall off the skyjack while it's in a raised position, there is a reset switch on its base to lower it back down.

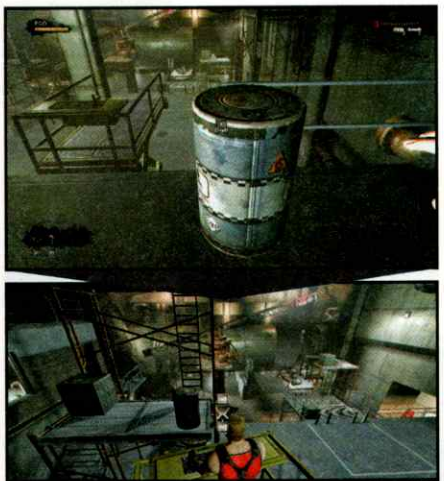


STEP #1: *Grab the barrel by the cargo bed and toss it in.*

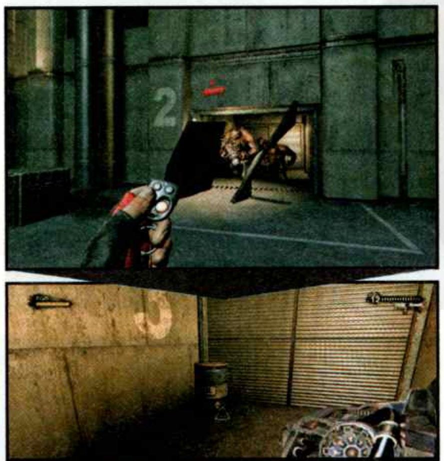




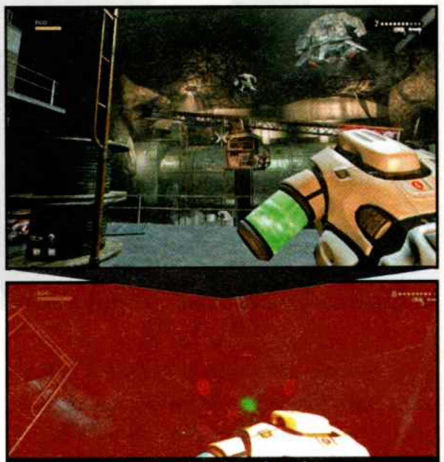
STEP #2: *Acquire the skyjack from this poor soul (see screenshot to left). Kill the Pigcops who attack, then check the passage behind them for a Railgun and four Trip Mines!*



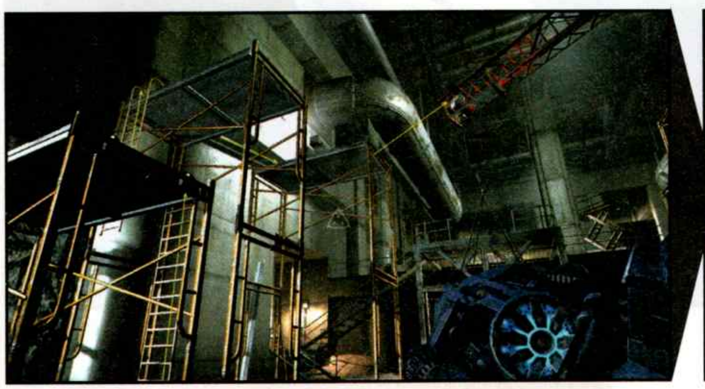
STEP #3: *Snag the heavy barrels from atop a small scaffold in the work area and the ones above the corridor. Get the Shrink Ray, as it will come in very handy soon.*

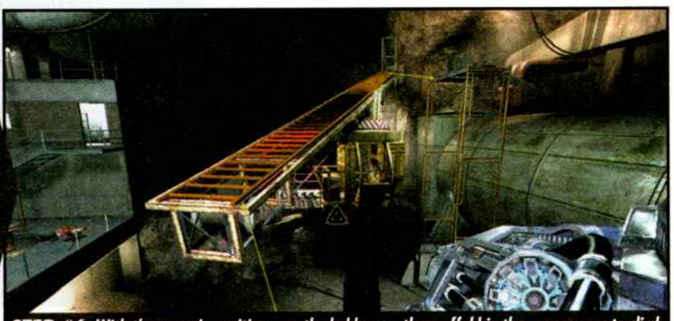


STEP #4: *When the barrels from up top are placed in the cargo bed, two groups of Pigcops will emerge from the sides. The area from which the second group appears contains the final heavy barrel.*



STEP #5: *With all four barrels in place, the crane arm should be positioned such that Duke can climb the scaffold next to the crane, then jump across and run on the crane arm to the next area.*

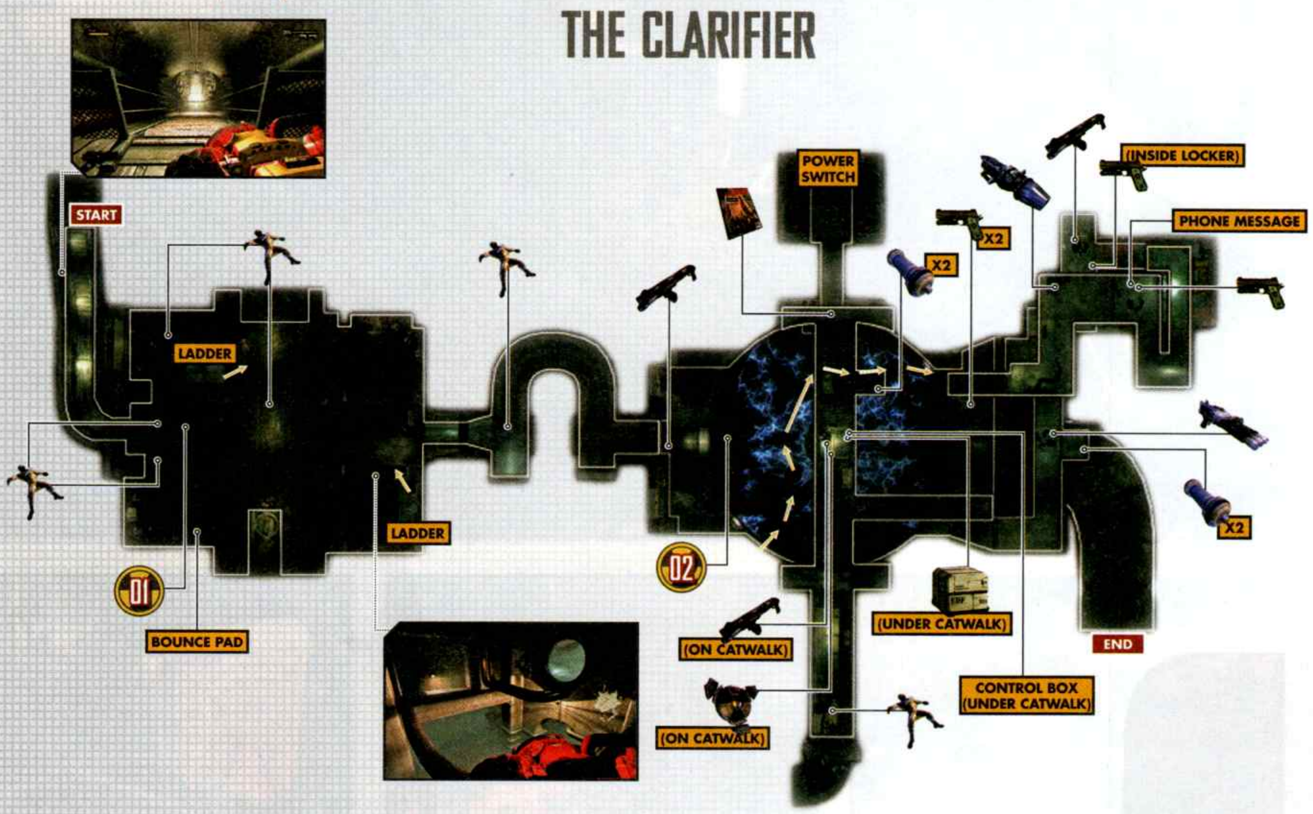




STEP #6: *With the crane in position, use the ladders on the scaffold in the quarry area to climb up next to the arm, then jump onto it and use it to cross up and above to firm ground again. There's a Freeze Ray up here in case you want to take it to the next area.*

THE CLARIFIER, PART 2

OBJECTIVE: Rendezvous with Captain Dylan.


THE CLARIFIER
START
LADDER
LADDER
BOUNCE PAD
01
02
POWER SWITCH
X2
X2
(INSIDE LOCKER)
PHONE MESSAGE
X2
(ON CATWALK)
(UNDER CATWALK)
CONTROL BOX (UNDER CATWALK)
(ON CATWALK)
END

ENEMIES

[Pregnator]
[Octabrain]
[Pigcop]

WEAPONS AND EQUIPMENT

[Pistol]
[Ripper]
[Shotgun]
[Pipe Bomb]
[Trip Mine]
[RPG]
[Wall Bombs]

EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Read Slutbutts magazine.	+1

TROPHIES & ACHIEVEMENTS

NAME	DESCRIPTION
Call Waiting	Listen to all phone messages.

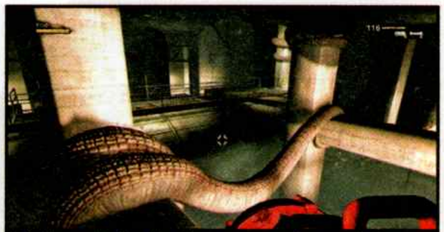
We've seen some signs of EDF forces, but none are drawing breath. Some of the fiercest combat is ahead, with no solution in sight. Is no one left to show Duke the way?

It's not this guy's day.

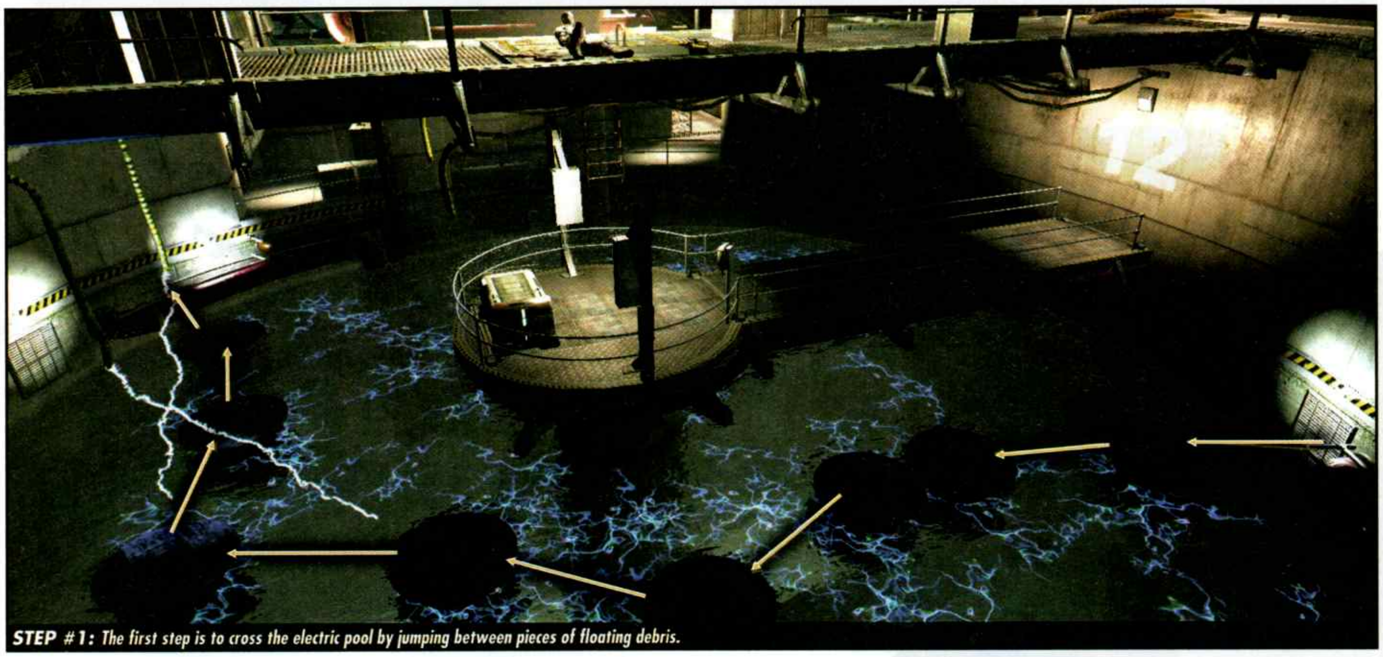
01 The first room is a large chamber bisected by a large pipe. You need to use a scaffold's ladder on the left to climb up to the pipe from the first side, or jump off the bounce pad on the right. From the second side, another scaffold ladder lets you mount some crossbeams and then a tentacle on the other side to reach the pipe leading out of the room.

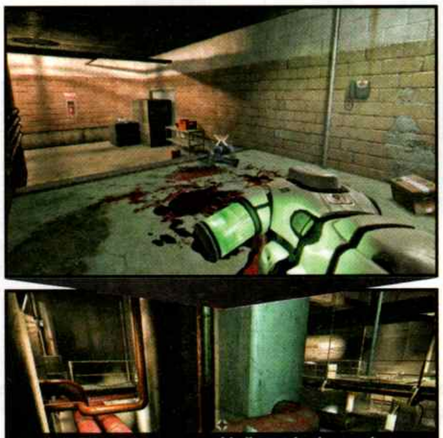
The catch here is that two Octabrains, a Pigcop, and numerous Pregnators fill the room. The Octabrains are the most dangerous foes. The Pigcop continually tosses Pipe Bombs from the other side of the big pipe, while the Octabrains will catch them and hurl them directly at Duke!

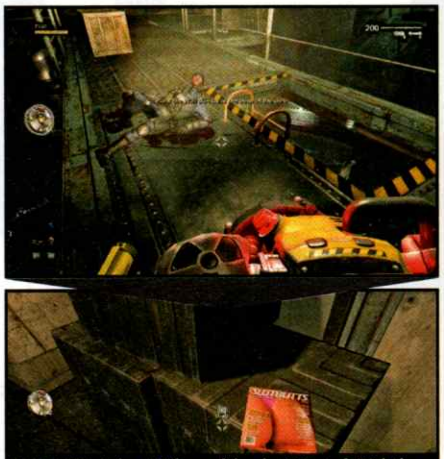
If you're running low on supplies, you can scavenge more from the hanging corpses.

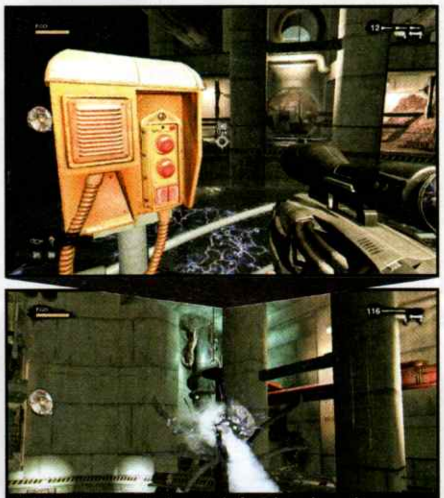

A ladder on the far side allows access to the tentacle that crosses the supports.

02 Travel through the pipe to emerge atop a large, electrified pool of water. There's a familiar face on the upper tier of the catwalk, so getting there is the goal for now. Further along, you need to find a way to remove the electrical current from the pool, opening the way to the exit.


STEP #1: *The first step is to cross the electric pool by jumping between pieces of floating debris.*

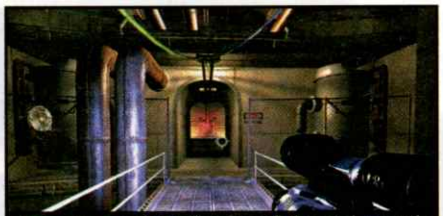

STEP #2: *Next is a series of hallways leading to the upper floor. There are several weapons to pick up along the way, plus a phone message for the "Call Waiting"* ***Achievement/Trophy.*** *The catwalk will collapse once you reach the second floor, but you can proceed via the other catwalk by crossing to it atop a double red pipe.*

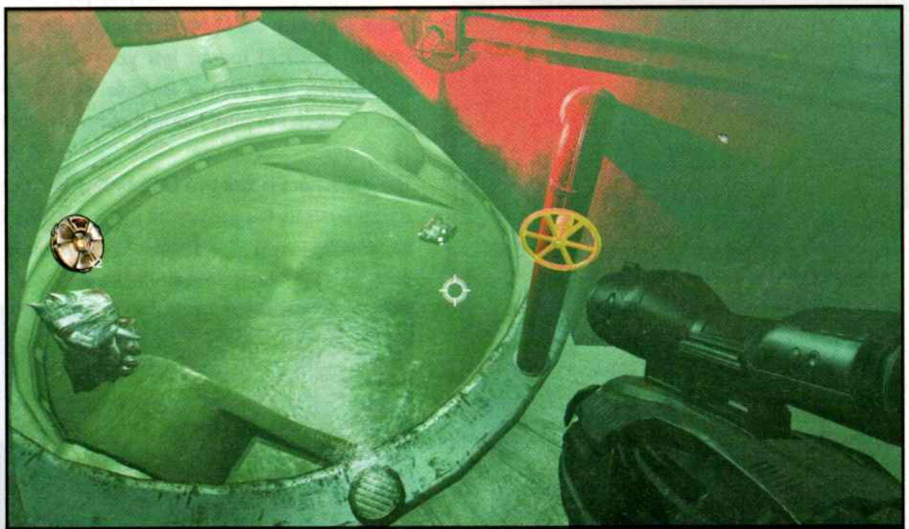

STEP #3: *Other EDF forces did make it! Sort of. With the wall bombs in Duke's possession, the plan to stop the energy production is clear—just destroy the entire dam! Before descending to the first floor of the catwalk, search the end of Dylan's catwalk for some* ***Ego-boosting*** *reading material.*


STEP #4: *To reach the switch that shuts down the power, you must use the control box on the lower tier of the platform over the water and rotate it 180 degrees.*

FIGHT!

As you start rotating the platform, several Octabrains will attack. Even though there's an EDF Ammo Crate in the middle of the platform, this fight can still be incredibly hard. There is almost no room to maneuver side-to-side to avoid psychic blasts or thrown projectiles. Defeat the Octabrains as quickly as possible and remember that shooting them when they charge up a psychic blast will interrupt their attempt. A Holoduke, a Beer—or both—can be invaluable here.


STEP #5: *Once the Octabrains are all eliminated, rotate the platform the rest of the way. Flip the power switch to allow a non-fatal dip in the water.*

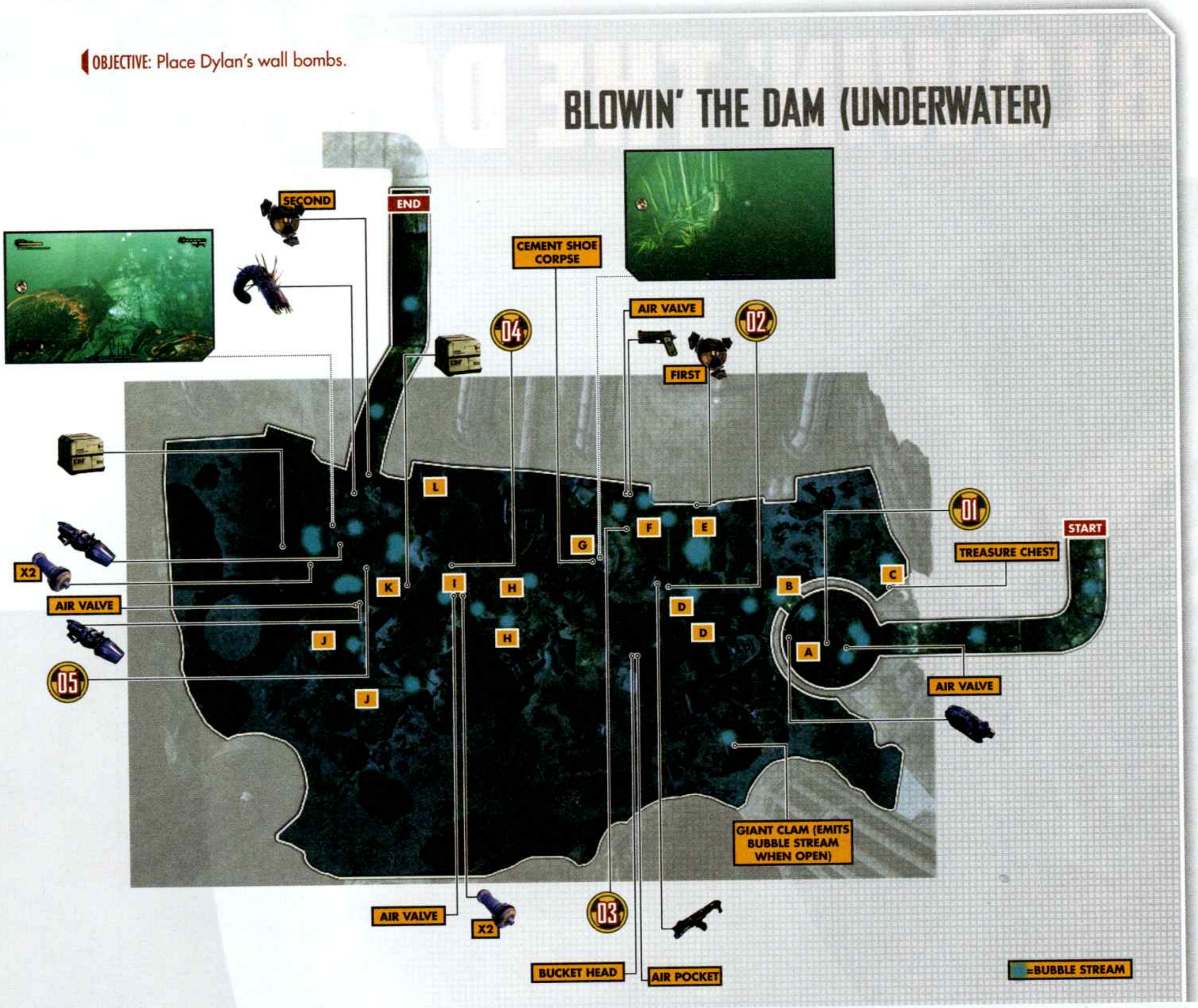

STEP #6: *Dive into the water and descend toward a wheel that opens a great water lock. Past the lock is the way to the next chapter.*

CHAPTER 21:

BLOWIN' THE DAM

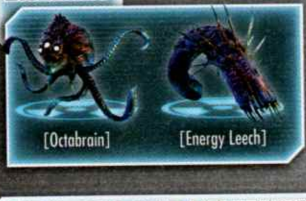
BLOWIN' THE DAM, PART 1

OBJECTIVE: Place Dylan's wall bombs.

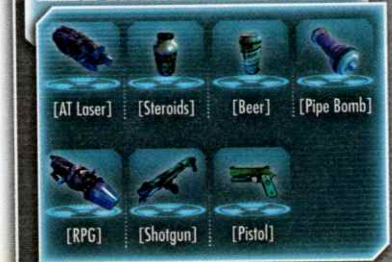

BLOWIN' THE DAM (UNDERWATER)
SECOND
END
CEMENT SHOE CORPSE
AIR VALVE
04
02
FIRST
01
START
TREASURE CHEST
X2
AIR VALVE
05
A
B
C
D
D
E
F
G
H
H
I
J
J
K
L
AIR VALVE
GIANT CLAM (EMITS BUBBLE STREAM WHEN OPEN)
AIR VALVE
X2
03
BUCKET HEAD
AIR POCKET
=BUBBLE STREAM

Exiting The Clarifier puts Duke at the foot of the dam's lake side. The underwater dam wall is likely one of the best places to use dam-busting explosives. This entire section takes place underwater, so adjust accordingly.

ENEMIES


[Octabrain]
[Energy Leech]

WEAPONS AND EQUIPMENT


[AT Laser]
[Steroids]
[Beer]
[Pipe Bomb]
[RPG]
[Shotgun]
[Pistol]

EGO BOOSTS

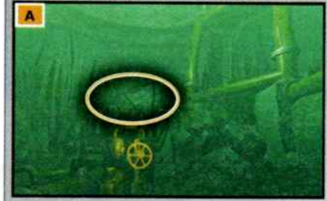
REQUIREMENT	TOTAL EGO BOOST
Kill the Energy Leech	+4

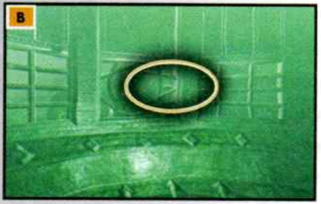
TROPHIES & ACHIEVEMENTS

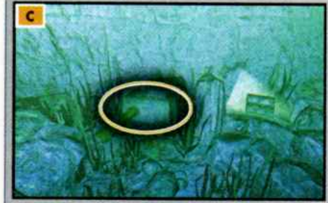
NAME	DESCRIPTION
Bucket Head	Find all three helmets during the single-player campaign.
Pescaphobe	Kill all the catfish in the underwater level.
Beating the One Eyed Worm	Defeat the Energy Leech.

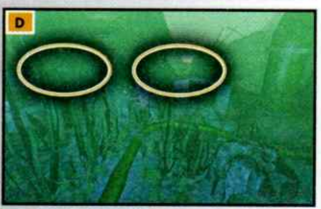
CATFISH GUMBO

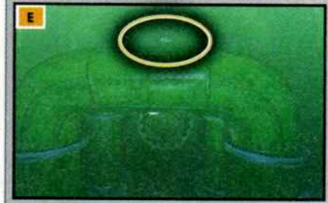
There are 15 catfish in this level. Fry them all in one run to unlock a Trophy or Achievement. Most of the catfish are within viewing distance of the main path over the yellow air pipes. A few, however, are off the beaten path. The catfish are marked on the map with callouts, which point to the matching images that follow.

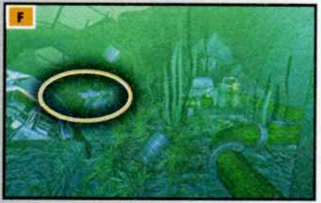

A

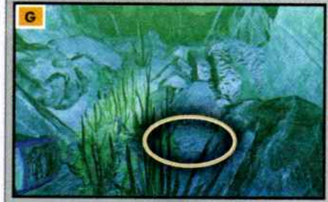

B

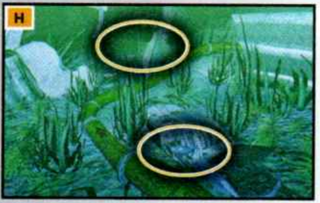

C

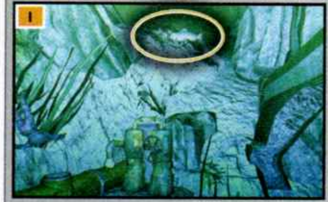

D

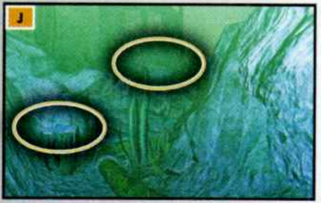

E

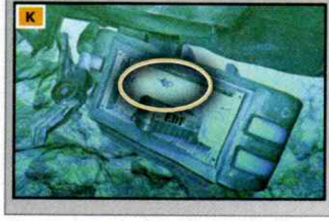

F

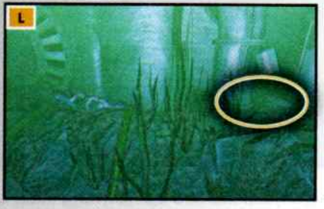

G


H


I


J

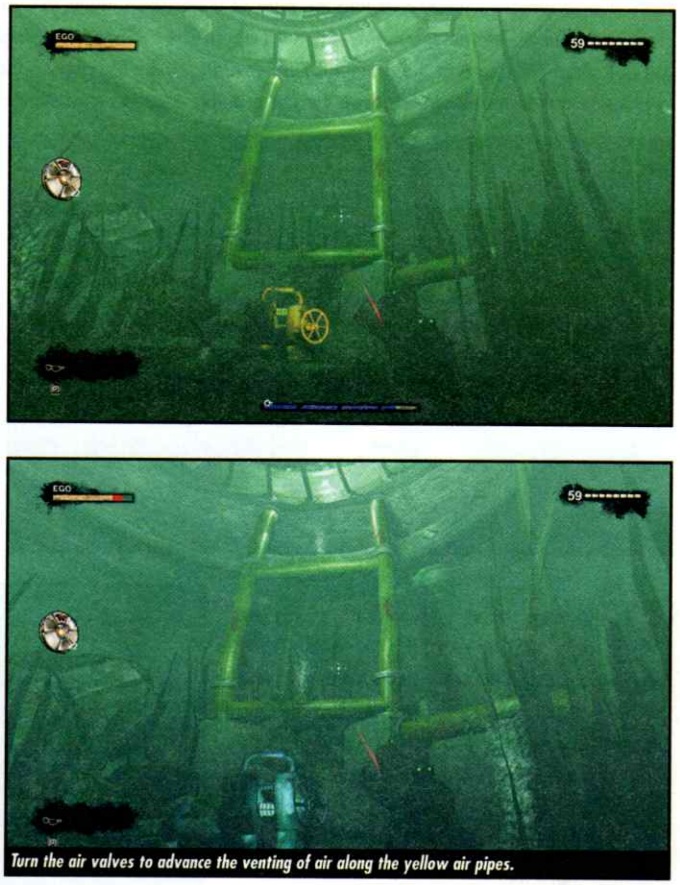

K


L

SWIM CLASS

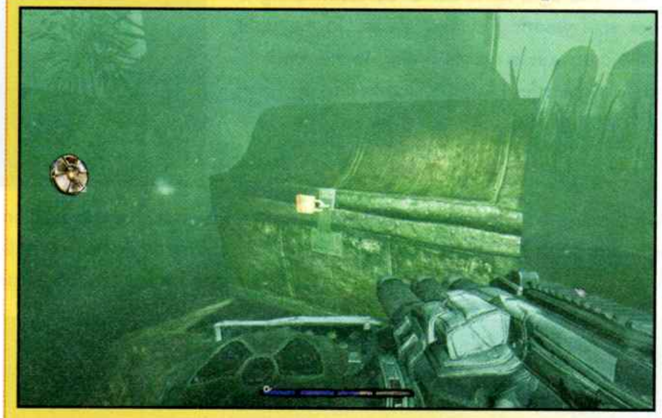
When swimming, remember that you can rapidly ascend or descend by holding either the "jump" or "crouch" buttons. The distance you can travel underwater is limited by Duke's lung capacity. His current supply of oxygen shows up as a gauge at the bottom of the screen. When this runs out, Duke starts taking damage.

01 So, where does the air come from? Almost exclusively from bubble streams of oxygen, which vent from a cluster of air outflow pipes. You need to move the area of venting pipes forward by opening air valves along the length of the pipes. This will cause sections of pipe further along to start venting bubble streams, while shutting off the previous ones. Keep this in mind if you aren't done exploring a section to your satisfaction, since you cannot backtrack.



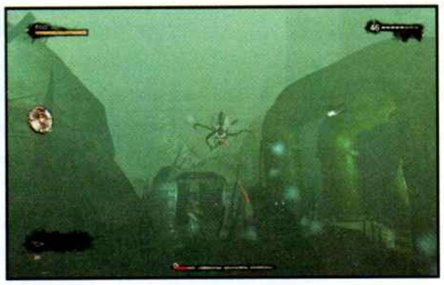
Turn the air valves to advance the venting of air along the yellow air pipes.

TODAY'S SPECIAL—CATFISH!

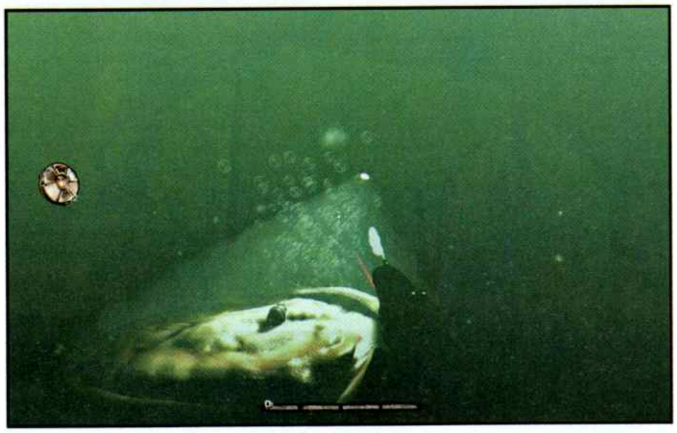


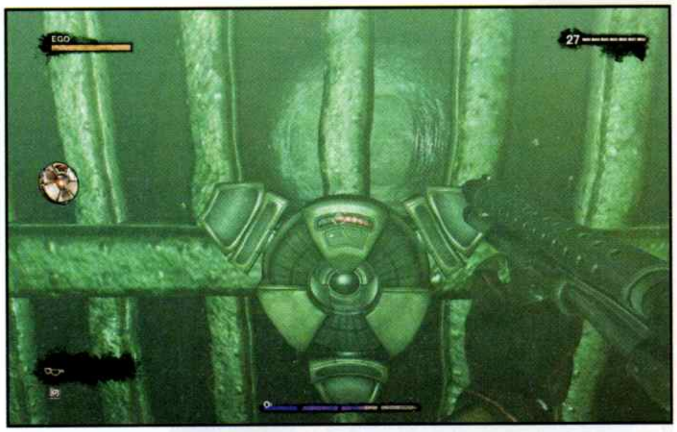
One catfish is in the chamber with the first air valve. Open it up with the wheel, then ascend out of the chamber through the busted window. Another catfish is just outside the window. Off to the right and slightly behind the outflow tower are a treasure chest and another catfish.

02 First, as you progress along the pipe, an Octabrain will emerge from a freight container in the path ahead. Octabrains are annoying enough on land, and doubly so underwater. About the only upshot is the lack of hard objects for them to toss in the murky depths; they may often settle for tossing corpses or plant matter, and this fleshy material doesn't transmit enough kinetic force to hurt Duke.



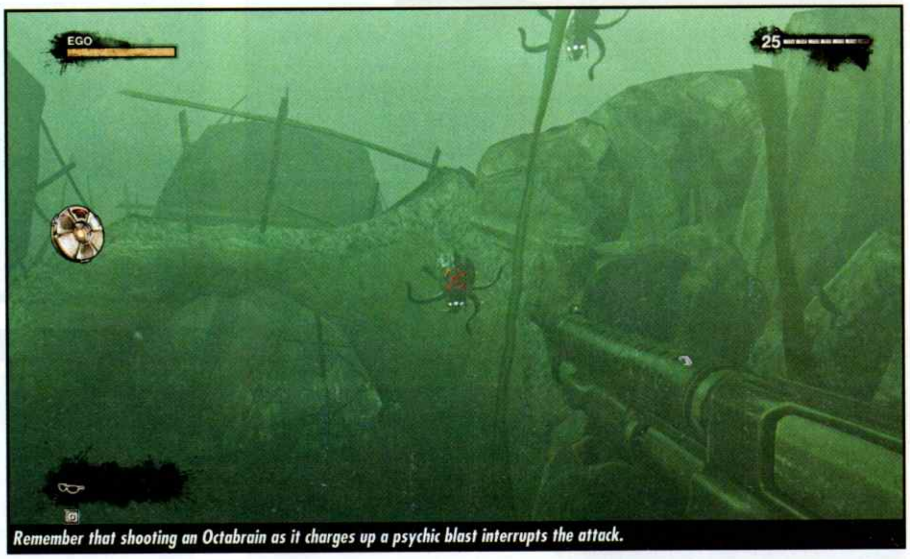
This area also contains two catfish in plain view and a secret to the south. Take a deep breath, then swim over a wrecked yacht and into the husk of a smashed tower to find an enormous clam. This clam emits bubble streams, but only when it's open. The RPG here is fool's gold; you won't get any use out of an RPG here at the moment. Further along, there's a grating that serves as an ideal spot to place a wall bomb. Directly above the pipes in this area is yet another catfish.





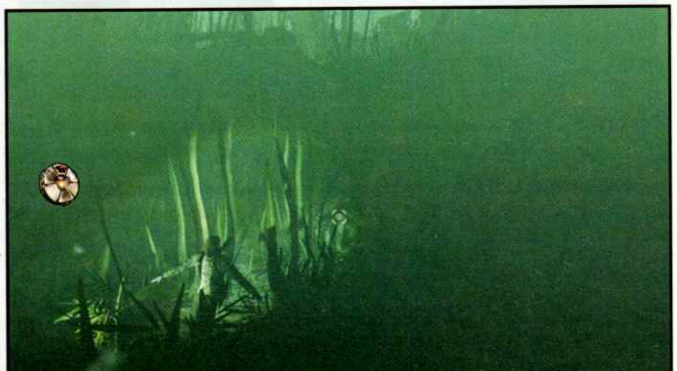
03 Another catfish is swimming along the route to the second air valve. Don't turn the air valve before you're done with the previous area (did you check the clam and the treasure chest? Did you kill all the catfish so far?), as there's no going back. Once the valve is turned, two Octabrains will attack.

After turning the second valve, it's time to swim south toward an eerie light to find the pipe again. The light turns out to be illuminating a poor soul wearing cement shoes. To the right of the corpse is a catfish hiding in the reeds in total darkness (use Duke Vision to find it).

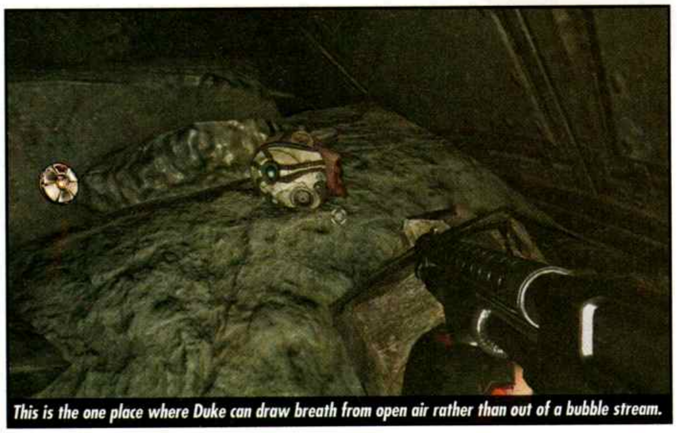


Remember that shooting an Octabrain as it charges up a psychic blast interrupts the attack.

After finding the yellow air outflow pipes again, take a moment to refill on oxygen, kill the two catfish, and look to the south to find another semi-distant light. Although the light seems to point to an EDF soldier's corpse, it's really pointing beyond it. Swim in that direction to find a pocket of air underneath a ruined outflow tower. One of the helmets required for the "Bucket Head" **Achievement/Trophy** is found here.

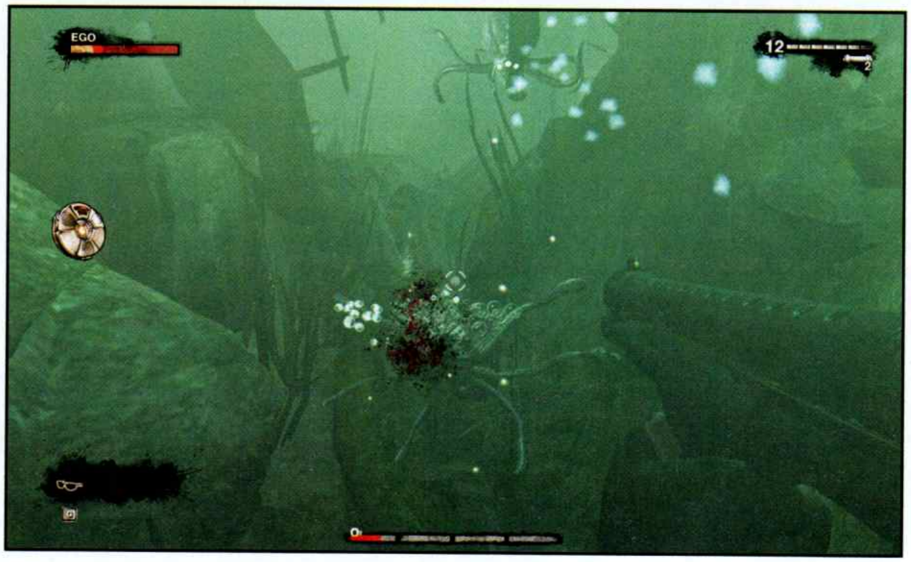


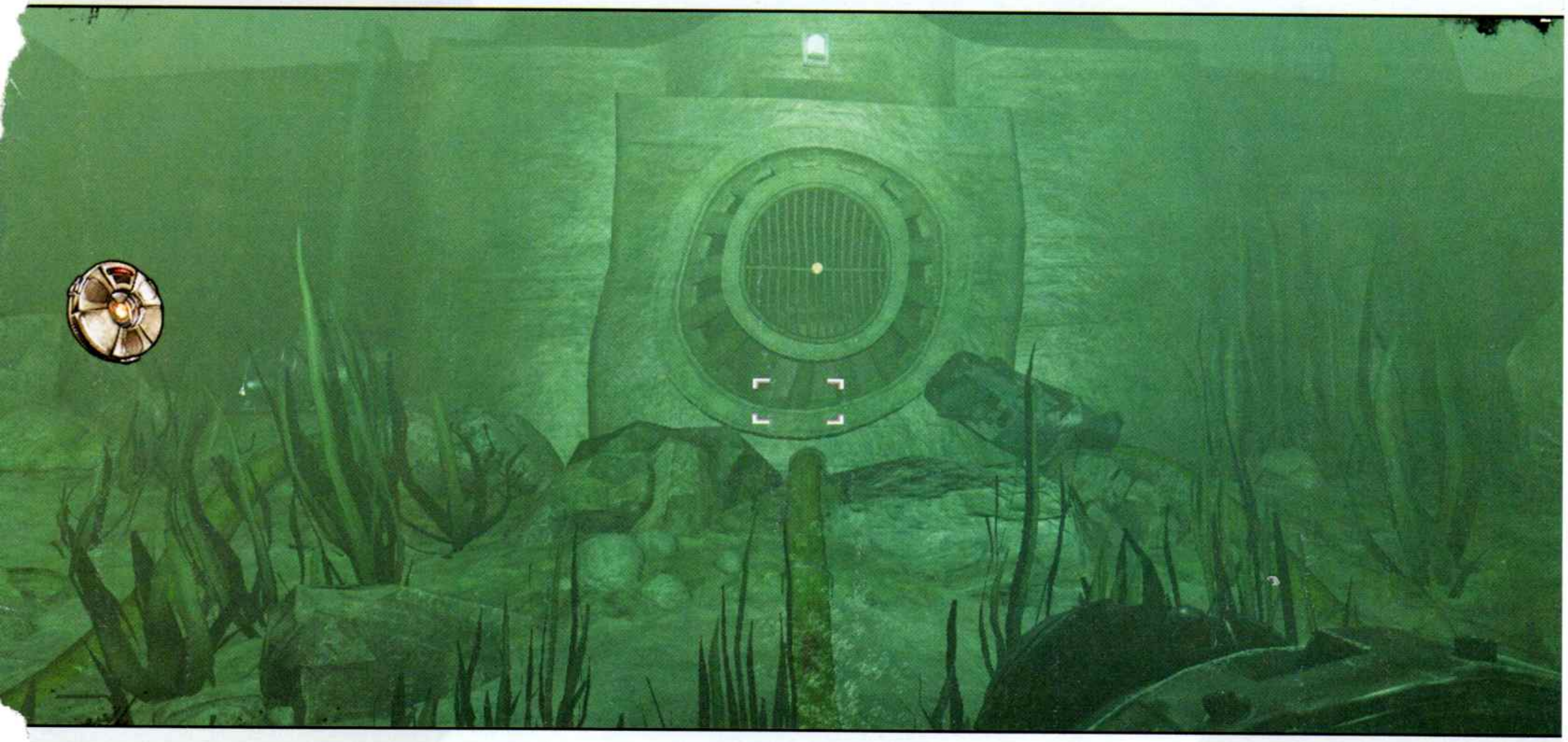
If you find the murky depths too dark for comfortable navigation, flip on Duke Vision. This will also help you find a hidden catfish close to this corpse.

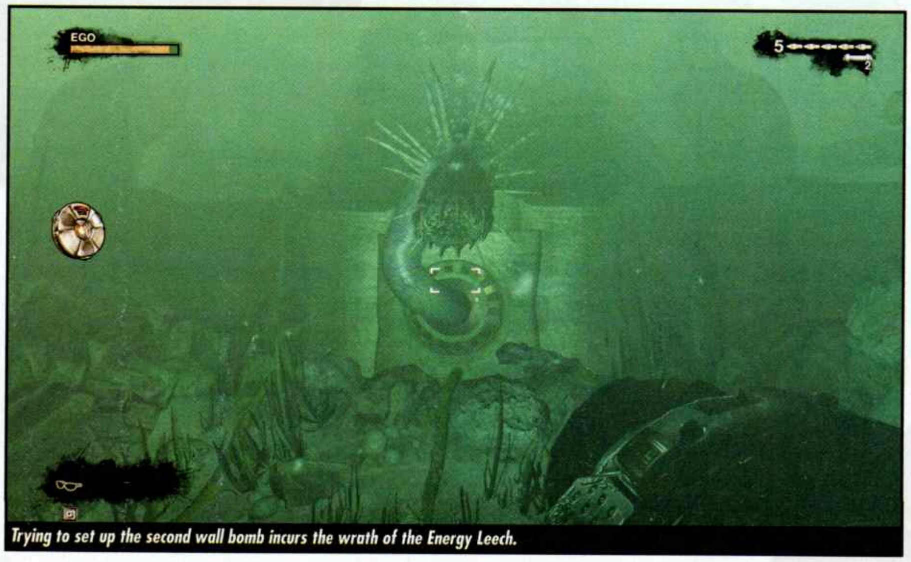


This is the one place where Duke can draw breath from open air rather than out of a bubble stream.

04 After turning the third air valve, two more Octabrains attack. This section of the chapter doesn't have much in the way of armaments, so you must make due with what's available. On the bright side, if you acquired the Shotgun from the freight container it works well against these brainy foes. Just past the Octabrain assault, be on the lookout for two more catfish.





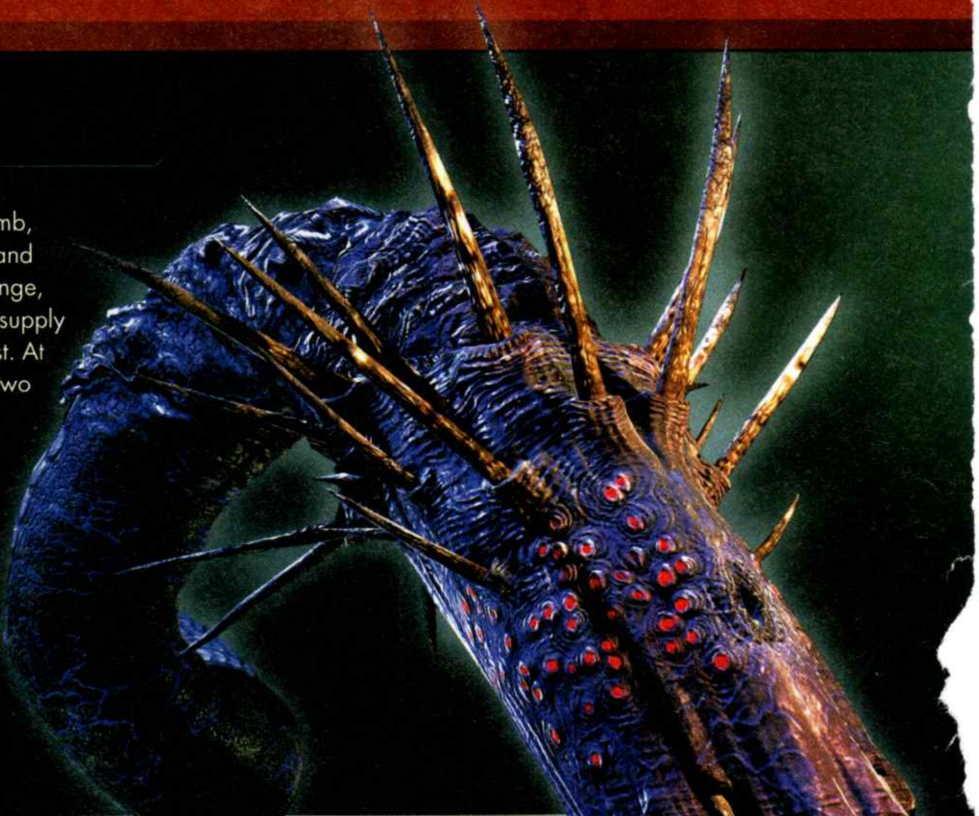


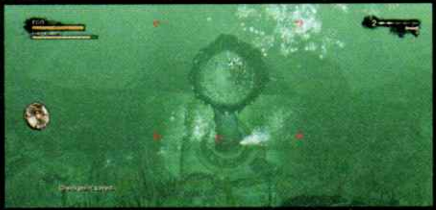
Trying to set up the second wall bomb incurs the wrath of the Energy Leech.

05 The fourth air valve is here. Don't forget to find the last two catfish; one is next to an Ammo Crate in a downed Wasp gunship, while the other is to the right of the second wall bomb grating. Turn the air valve, filet the last two catfish, then set the second wall bomb on the grating. The dam is toast! Well, maybe it's not quite that simple.

ENERGY LEECH

While attempting to place the second wall bomb, the Energy Leech surges forward for a grand entrance. This boss fight presents quite a challenge, as you also need to keep an eye on Duke's air supply all the while trying to down this incredible beast. At least ammo is not a concern; two RPGs and two EDF Ammo Crates are available.

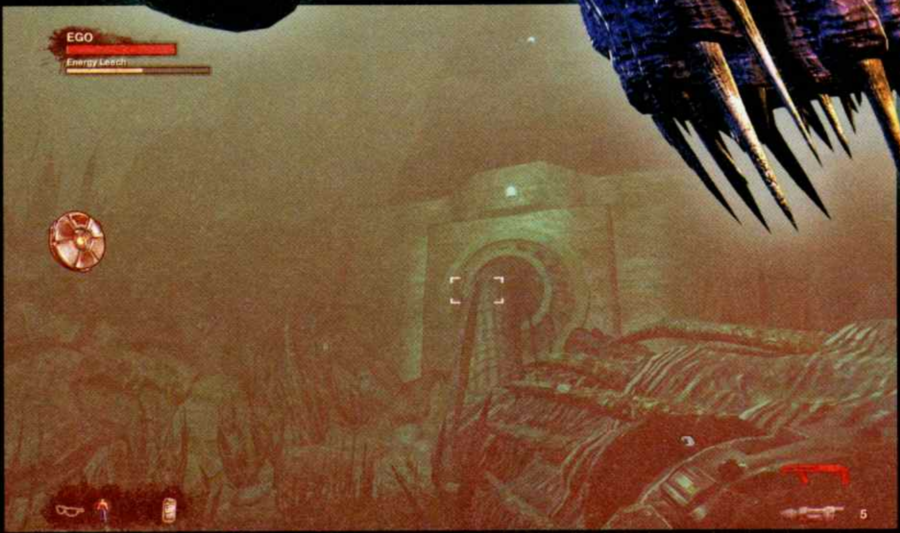




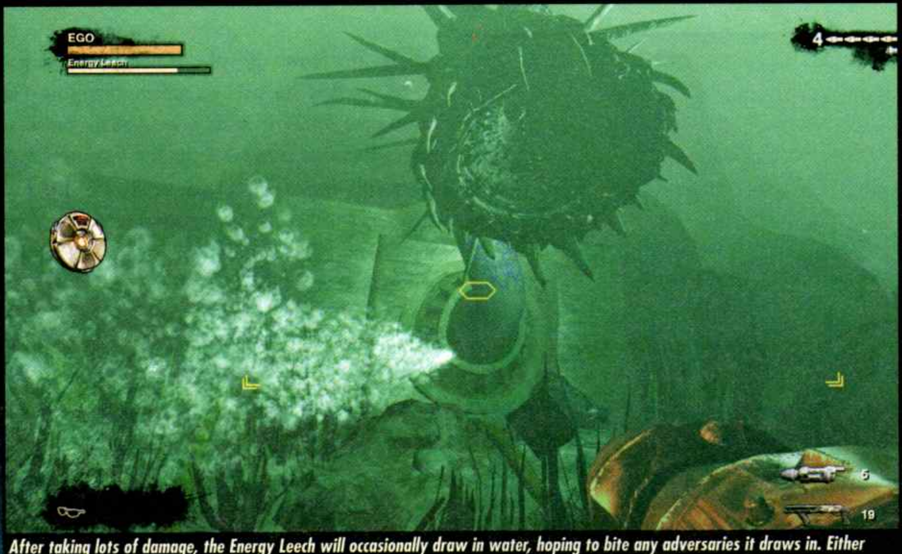
The Energy Leech attacks mainly with an electrical, spit-like attack. Avoid this by strafing constantly while returning fire with the RPG.

The water presents an extra challenge. The buoyancy of swimming through liquid slows down Duke's movement and removes his ability to sprint. So when the beast attempts one of its attacks, strafe from one Ammo Crate to the other, moving in one direction most of the time to avoid incoming attacks while returning fire with rockets.

When the Energy Leech's health is totally depleted, it's time to approach it and initiate a strength tap challenge to deal the finishing blow! This last assault will annihilate the Energy Leech and cause significant damage to the dam. With the boss dead and shredded, the tunnel through which it came is accessible. Swim back into the dam…



When the Energy Leech rears up, it's getting ready to use its entire body for a brutal bash attack. Again, avoid this by strafing in one direction. Don't stop moving!

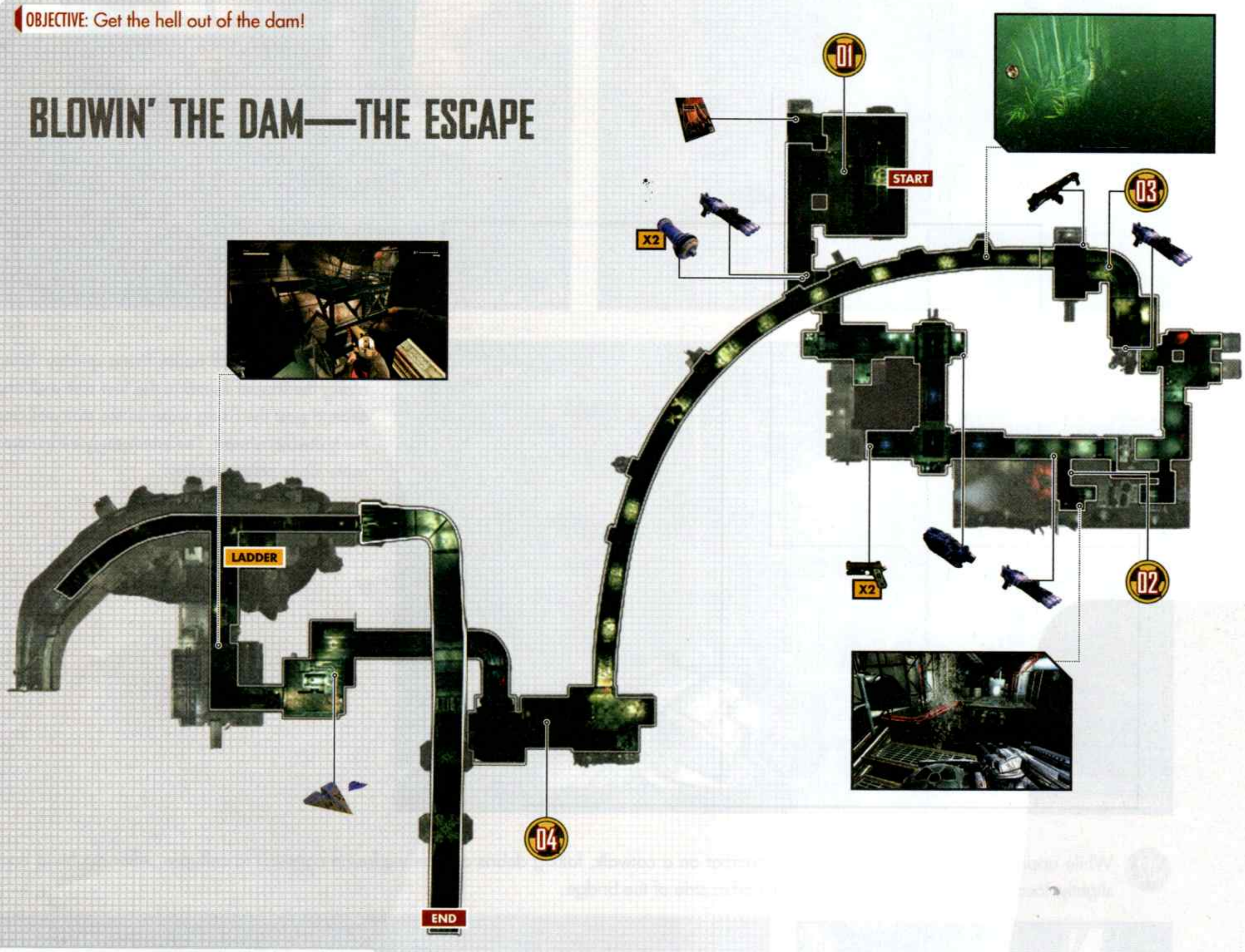


After taking lots of damage, the Energy Leech will occasionally draw in water, hoping to bite any adversaries it draws in. Either swim away from the suction, or interrupt it with a rocket down the monster's throat.

BLOWIN' THE DAM, PART 2

OBJECTIVE: Get the hell out of the dam!

BLOWIN' THE DAM—THE ESCAPE


01
START
X2
03
02
X2
LADDER
04
END

ENEMIES

[Pigcop]
[Pigcop Captain]

WEAPONS AND EQUIPMENT

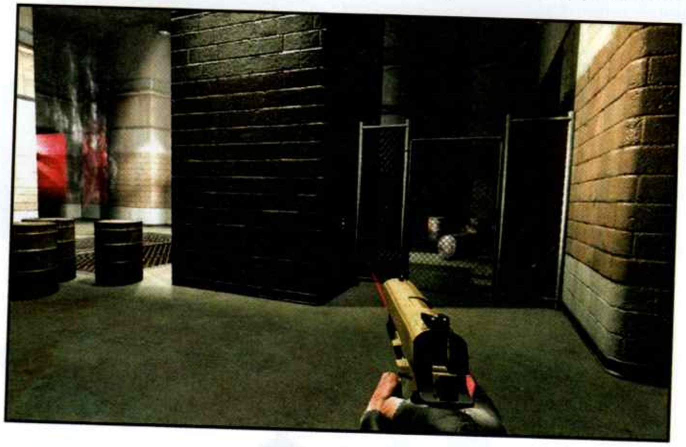
[Ripper]
[Pipe Bomb]
[AT Captain Laser]
[Pistol]
[Shotgun]

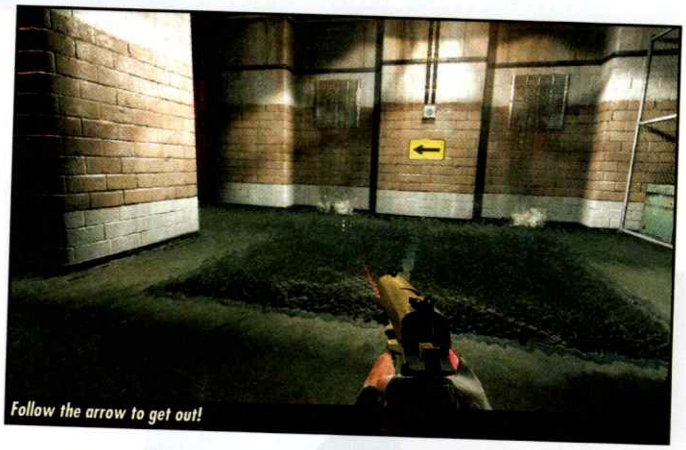
EGO BOOSTS

REQUIREMENT	TOTAL EGO BOOST
Read 69MM magazine.	+1
Throw paper airplane.	+1

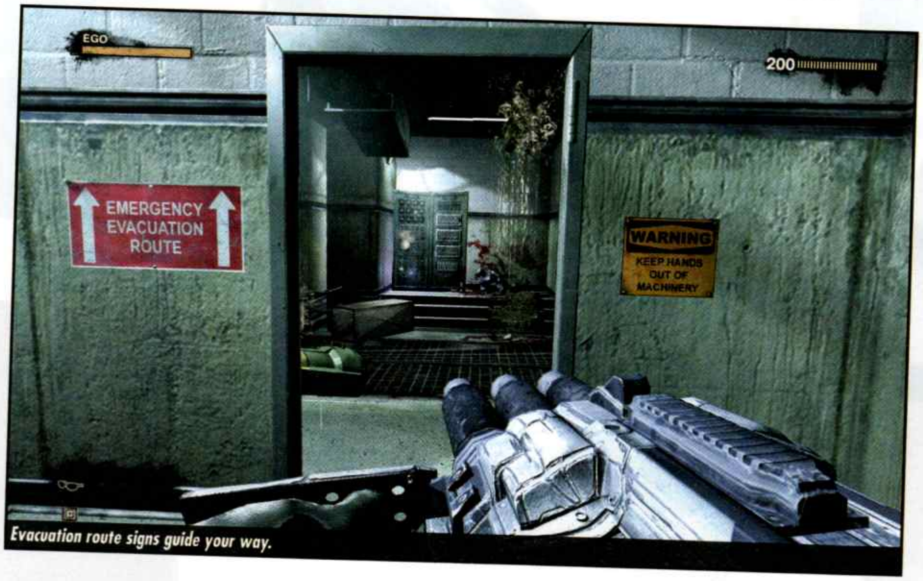
Between the damage done by Dylan's wall bombs and the Energy Leech battle, the dam is in serious trouble. The wall integrity is compromised and water is coursing through the infrastructure of the dam. The structure can't hold out for long against the inexorable weight of all the water, so it's time to get out—fast!

01 The dam is just starting to crack, but the progress isn't going to get any slower…it's time to get out of here! If you've missed 69MM magazine before, now is the time to get it—this **Ego-boosting** publication is behind a fence in this room (see screenshot, below left).





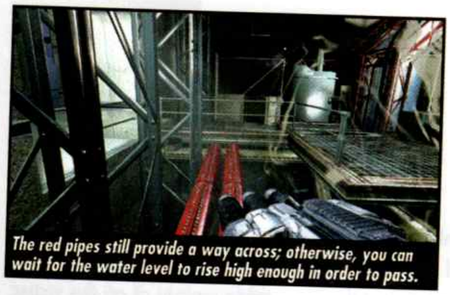
Follow the arrow to get out!



Evacuation route signs guide your way.

The water level will begin rising quickly. Bring along the Ripper found in the first stairwell and ascend past the rising water in the stairwell and the hallways ahead. The emergency evacuation route signs point the way.

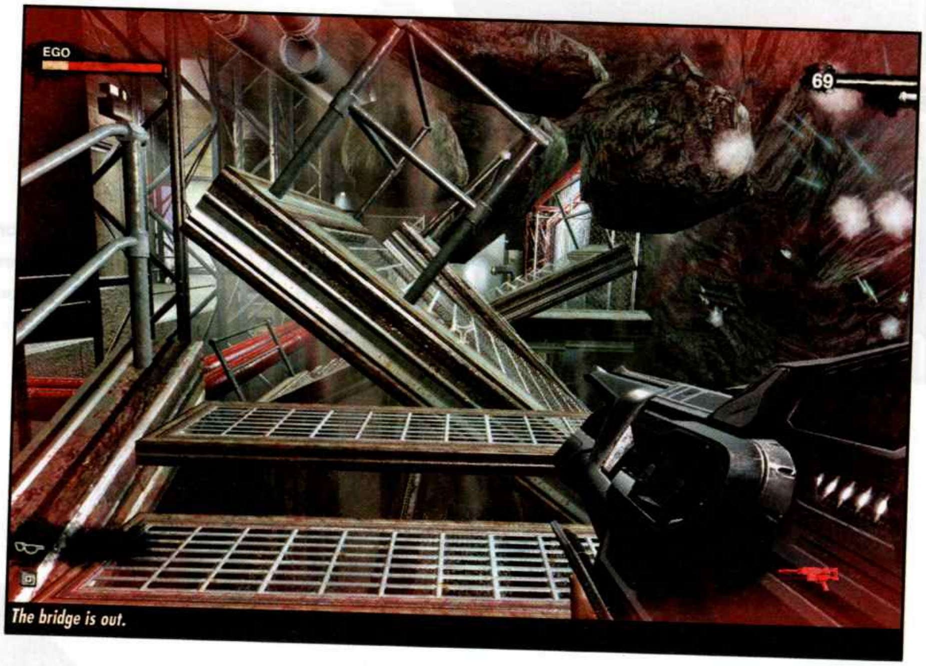
02 While approaching the bridge in a large chamber on a catwalk, falling debris and an explosion causes it to collapse. After doubling back slightly, locate the red pipes and cross to the other side of the bridge.



The red pipes still provide a way across; otherwise, you can wait for the water level to rise high enough in order to pass.

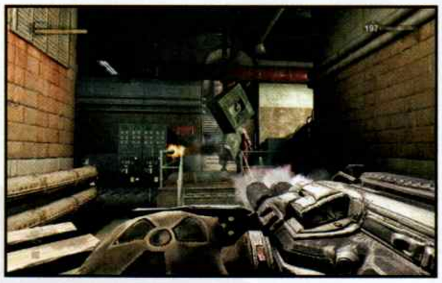
BOOM GOES THE DYNAMITE!

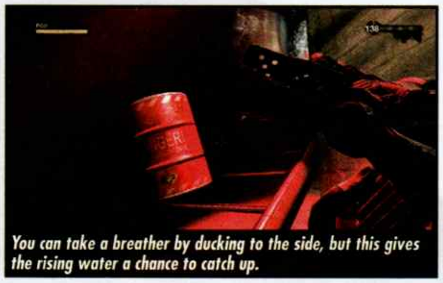
Watch out if you think you can just go down the red pipe path first. Red explosive barrels will fall from the ceiling, causing a potentially fatal explosion. Nope, you have to check the bridge first!



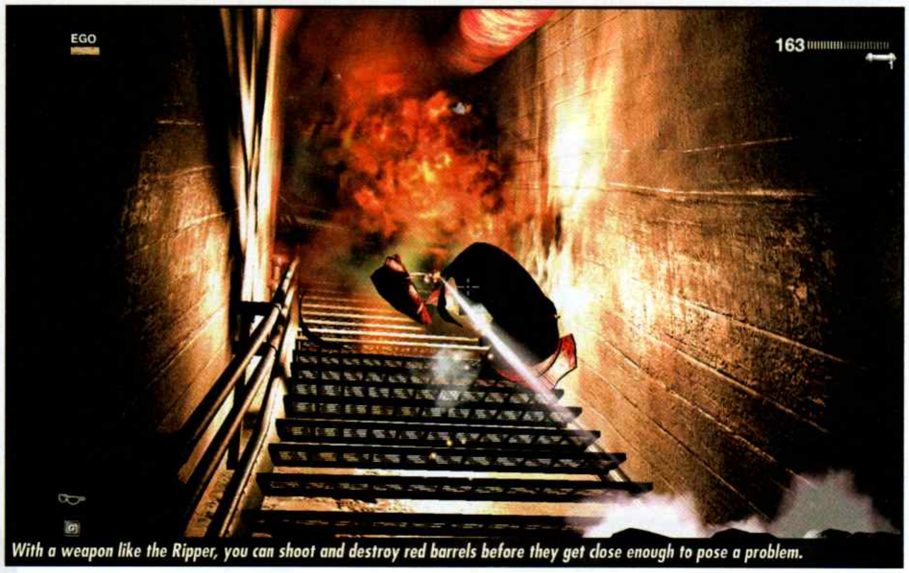
The bridge is out.

03 Round the corner and a Pigcop Captain will fire an RPG round just as the ceiling collapses. Leap over the hole in the floor left in the little piggy's place and prepare for a harrowing hallway. While ascending this curving stairwell, barrels will plummet down the stairs. The barrels alternate between normal ones and explosive ones; regardless, any barrel will cause damage if it hits Duke. To avoid damage, look for small cubbyholes to duck into and recharge Duke's bruised Ego. You must balance this against the constant rising of the water, though.





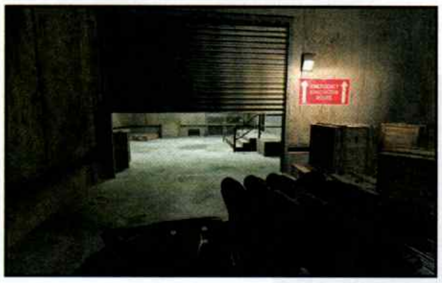
You can take a breather by ducking to the side, but this gives the rising water a chance to catch up.

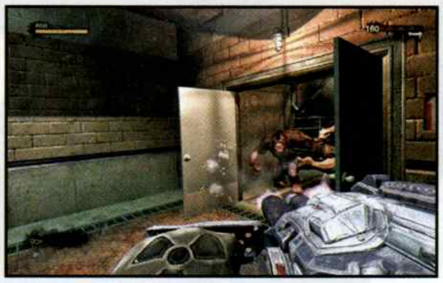


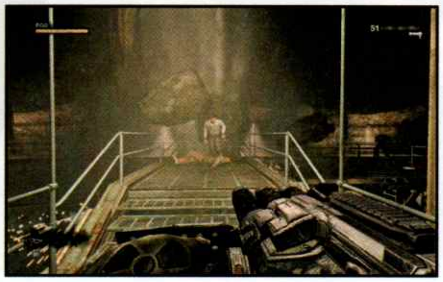
With a weapon like the Ripper, you can shoot and destroy red barrels before they get close enough to pose a problem.

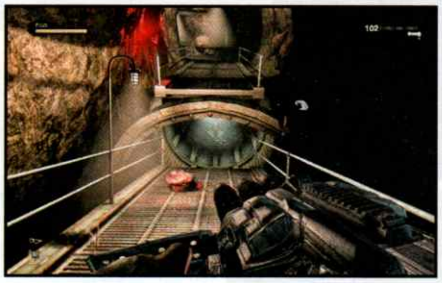
04 At the top of the barrel hallway, you'll encounter the Pigcop who's been tormenting Duke. Deal with this foe appropriately and leave the room quickly. The water stops rising at the top of the curved hallway, but a shutter will fall and trap Duke if you don't progress in a timely manner.

Soon after, two Pigcops emerge through a set of double doors. These are the last bastion of the Cycloid defense and it doesn't even matter—the dam is toast either way. Dispose of them and enter the next chamber. The bridge is out again, but that doesn't matter. Either jump down or find the nearby ladder to descend to the ground so you can access a ladder on the far side. Collapsing debris has knocked a walkway down into an outflow channel—and just in time, too...





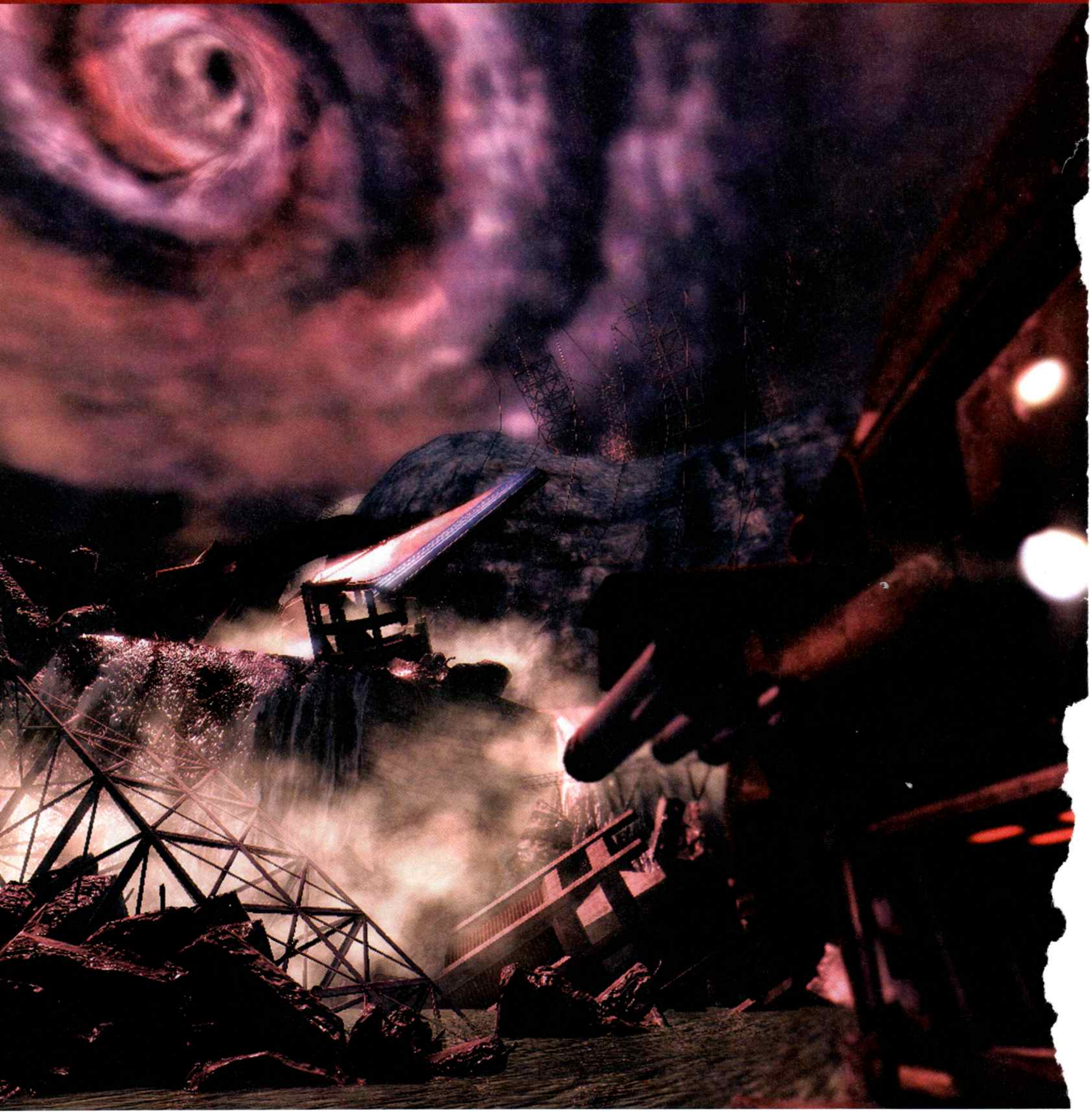




Duke arrives at an outflow pipe just as a torrent of water approaches. Conveniently enough, Duke is ejected far from the dam as it crumbles into the water.

CHAPTER 22:

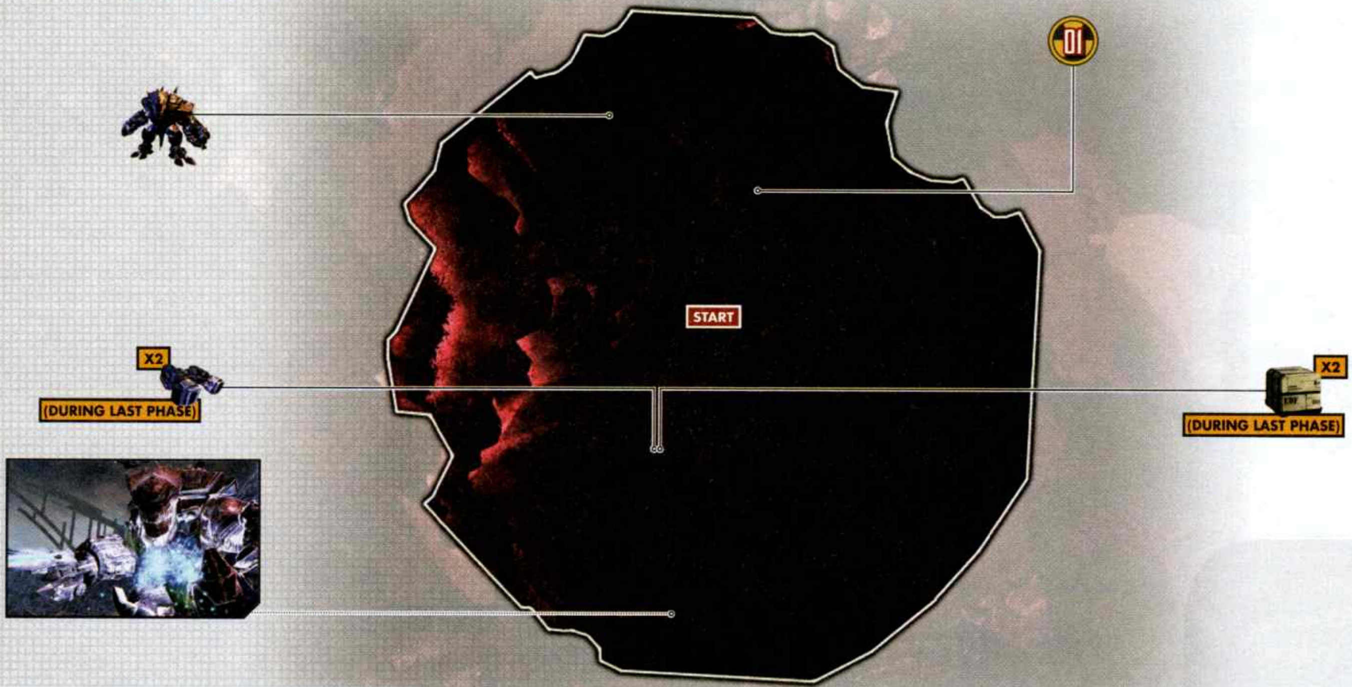
FINAL BATTLE



THE AFTERMATH

OBJECTIVE: Defeat the Cycloid Emperor!

THE FINAL BATTLEFIELD


01
START
X2
(DURING LAST PHASE)
X2
(DURING LAST PHASE)

ENEMIES

[Cycloid Emperor]
[Pigcop]
[Assault Trooper Captain]
[Enforcer]

WEAPONS AND EQUIPMENT

[Pistol]
[RPG]
[Pipe Bomb]
[AT Captain Laser]
[Enforcer Gun]
[Devastator]

The dam is dust, the wormhole is closing up, but things aren't quite over yet. Both sides have a champion left with a chip on his shoulder and a score to settle. It's time for the final showdown of Duke Nukem against the Cycloid Emperor!

01 Duke returns to consciousness with an EDF soldier attempting to revive him. The soldier apprises Duke of the situation and hands Duke his signature golden M1911 pistol. Now it's off to get dressed down from the P.O.T.U.S.

The destruction of the dam didn't completely eradicate the alien threat as it turns out. The Cycloid Emperor is here, ready to exact revenge for its thwarted schemings.

CYCLOID EMPEROR

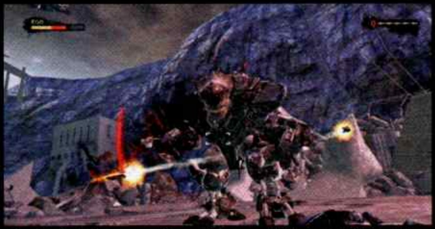
In many ways, the Cycloid Emperor is similar to the Cycloid featured in the game's first chapter of the game. This beast is huge, tough, and out for blood. This time, however, this massive beast isn't going to fight alone and it has more tricks up its cybernetic sleeves.

Duke starts out armed only with his golden Pistol, which is completely ineffective against the lumbering king of the aliens. On the other hand, the Pistol is efficient against the Pigcops.

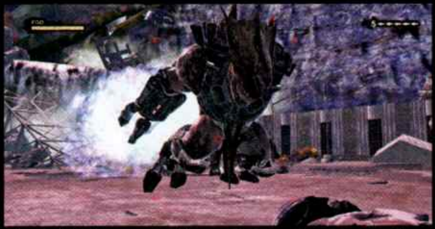
These Pigcops, unlike the others, come equipped with RPGs. Avoid the Emperor's attacks and wait for the alien gunships to drop off Pigcops to kill, then loot their weapons and use their RPG rounds to unload into the Cycloid Emperor.

When Duke runs out of rockets, just avoid the Emperor until more Pigcops arrive. Loot their RPGs for more ammo to pump into the alien ruler. Once the boss's first health bar is drained, the Cycloid Emperor will fall to the ground. Approach the boss and initiate a strength tap challenge to pull part of the life support mechanism off its mechanical suit. That's far from all it will take to finish the job, though. The Emperor will get back to its feet and redouble its efforts to down Duke!

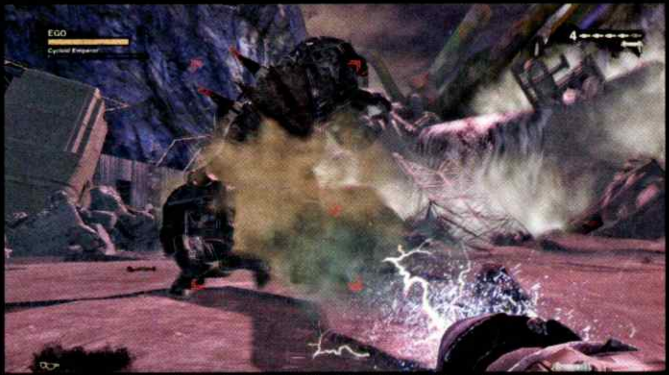
Take me to your leader, indeed.



The Cycloid Emperor will wander around the battlefield while firing dual rockets from afar.



The Cycloid Emperor can also speed across the area using the blue thrusters attached to its limbs.

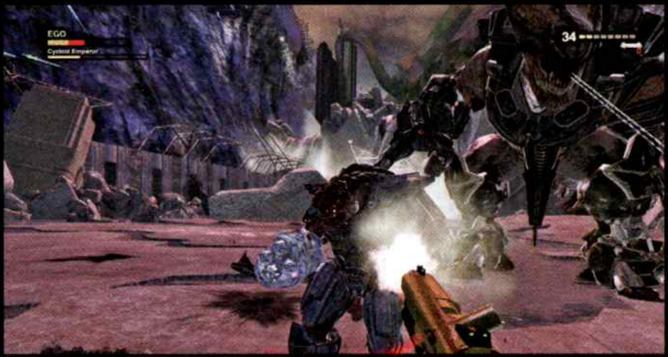


By raising its mechanized fists above its head and then bringing them down with great force, the Emperor can cause electrical shockwaves that travel along the ground toward Duke.

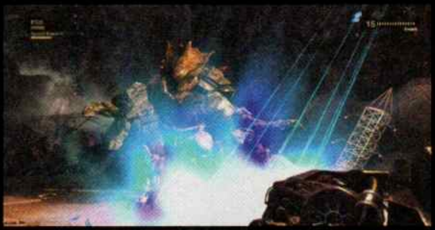
This is the only place where normal Pigcops will sport RPGs.

The Emperor's life bar must be drained three times. Each time you must win a strength tap challenge to proceed to the next phase of battle.

It's time for round two. You're still relegated to looting fallen Pigcops for their Pipe Bombs and RPGs, but now new threats arrive to complicate matters. Occasionally, Assault Trooper Captains and Enforcers will appear on the battlefield. Of course, the Enforcer Guns make for great weapons against the Emperor, while AT Captain Lasers can help you hold the Emperor's lesser friends at bay.



Pound-for-pound, Enforcer Guns are arguably even better than RPGs against the Emperor. However, using an Enforcer Gun requires that the user be much closer to the enormous brute—RPG rounds track at distances that Enforcer Gun missiles do not.



The Emperor's homing mortar shower can be devastating if Duke gets caught in the center of the blast.

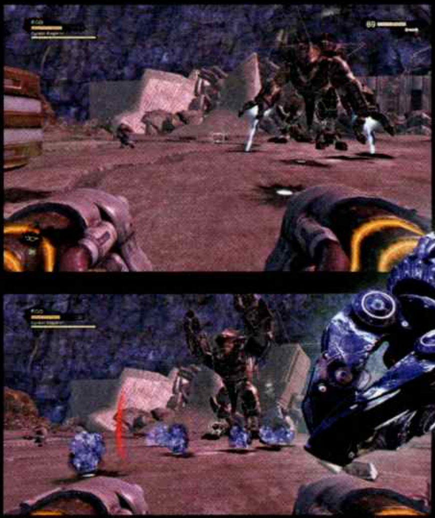
Meanwhile, the Cycloid Emperor will start using a homing mortar attack that involves launching a cluster of mortars skyward. If the Emperor managed to track Duke before the mortar launch, the mortars will all come straight down with great force right on top of Duke. Try to avoid the Emperor while he's scanning for targets, or sprint like crazy away from your current location as the mortars rain down.

Deplete the boss's health bar a second time and the Cycloid Emperor collapses once more, susceptible to yet another strength tap challenge. But wait...this guy still wants to fight! The Emperor will attack with more gusto than ever, while even more reinforcements arrive as back-up. Look for Pigcops, Assault Trooper Captains, Enforcers, and even shielded Enforcers during this stage!

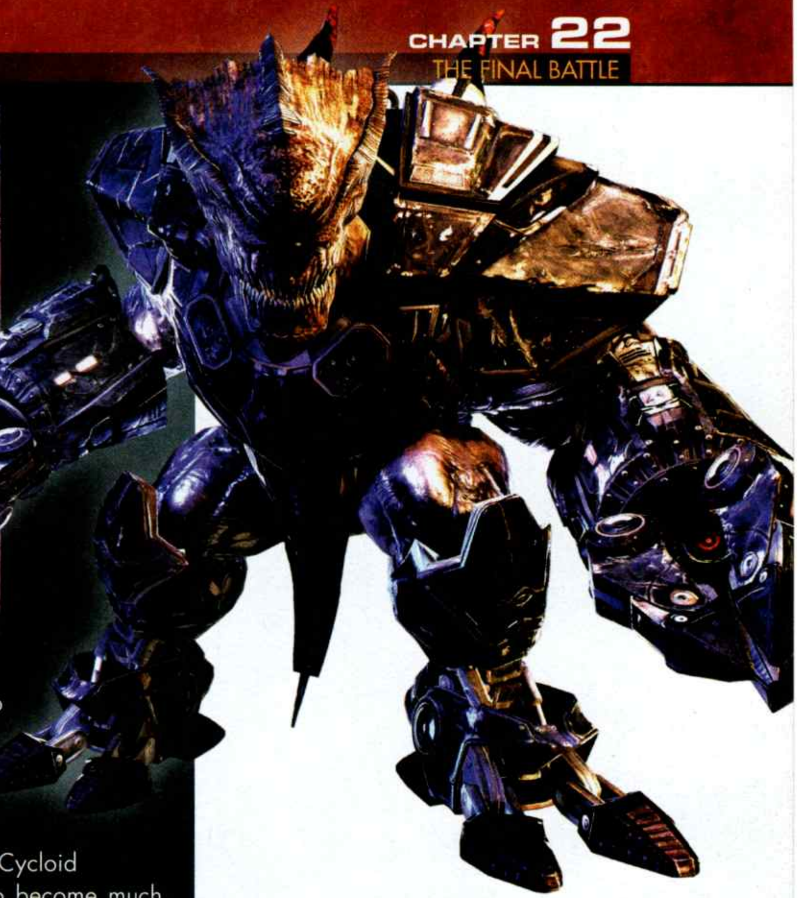
STRENGTH TAP CHALLENGES: THEY MEAN IT THIS TIME

Strength tap challenges have been pretty lenient up to this point. No longer! Mash the "use" button as quickly as possible to ensure you win strength tap challenges against the ruler of the aliens.

The Cycloid Emperor also begins using another attack. Rather than scanning for precision with a mortar salvo, the Emperor will cross its arms and send two targeting lasers in a big "X" around him, and mortar rounds will go off along the ground on the path of the lasers almost immediately.

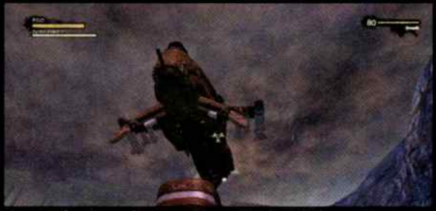


This attack has little warning, but if Duke is far away from the Emperor, it will be a non-issue.



After a brief battle, an EDF Wasp gunship soars in majestically to drop off much-needed supplies near the center of the playing field. The gunship drops off two EDF Ammo Crates and two Devastators! Now it's really time to cut loose.

Grab a Devastator right away and get to work at depleting the Cycloid Emperor's final health bar. With a Devastator in hand, it should also become much easier to defeat the Emperor's minions. An Enforcer Gun also becomes much more appealing when nearby Ammo Crates can constantly reload it!



By standing near the Ammo Crates with an Enforcer Gun, you can fire the Enforcer Gun at will while using the Ammo Crate compartment as cover from the Emperor!

Remember to keep the golden pistol in your arsenal while completing this final chapter in order to complete the "Gunslinger" ***Achievement/Trophy.***

The Cycloid Emperor can finally be killed with another successful strength tap after he falls down a third time. His gigantic, solitary eye pops from its socket in his huge skull.

Once infinite ammo is on your side thanks to the EDF Ammo Crates, it's time to unload with the Devastator and Enforcer Gun.

Approach the Emperor's body and make good on Duke's promise at the beginning of the fight.

Finally, a gunship will swing in low and offer Duke an escape route.

That's it! The dam is busted, the wormhole closed, and the king is dead! But, wait... which king?

Defeating *Duke Nukem Forever* on any difficulty unlocks the opportunity to play the hardest difficulty: "Damn, I'm Good". Completing every chapter on this difficulty setting will unlock an **Achievement** or **Trophy.** Difficulty Achievements and Trophies stack—that is, if you finish the game on "Come Get Some" your first time through, you'll also unlock rewards for completing both lesser difficulties.

Watch the credits all the way through for an Achievement or Trophy thanking you for your patience while contemplating the monumental endeavor that is *Duke Nukem Forever*.

Finish the game on "Come Get Some" difficulty or better and you'll also unlock a number of new ways in which the game can be played! Under "Extra Game Settings" you'll be able to find toggles for some very interesting parameters:

Invincibility; Infinite Ammo; Instagib; Mirror Mode; Grayscale Mode

The scale of each character's heads can also be adjusted! Finally, there's a toggle to revert the Freeze Ray to its behavior in *Duke Nukem 3D*, in which it bounces freezing crystal particles off walls, rather than focusing freezing power in a short-range beam.